Game: September 12

Reading: Half-Real: Video Games Between Real Rules and Fictional Worlds (*Half-Real*)

September 12 simulates a fictional middle eastern town, putting you at the controls of a drone operator. Just as *Half-Real* states, it provides an example of how games provide a fictional environment but real rules. For example, clicking on the mouse in the real worlds fires a missile at the targeted area in the game after a short delay. This missile has a fairly sizeable area of effect, and will destroy buildings and people within that area. As part of its rules, Citizens who see destroyed buildings and dead citizens will become terrorists. As a game, it provides a implicit goal state of killing all the terrorists, although it explicitly states that there is no win condition.

That said, it provides a serious story based off the consequences of the war on terror. Although we have progressed far from *Half-Real*’s comment on the culture of videogames. That said, even though video games have progressed into the mainstream, many still do not treat contributions into serious games seriously and research into the implicit values of games are woefully underappreciated. To that end, games like September 12 work to further shift the perception of games to something which can tell a serious message.