

Reading Videogames

axchristie.github.io/gameon

Key Term

Procedure

Where have you seen this term before? How might you define it?

Key Term

Procedure

Breaking down a complex action into its component parts.



Half-life 2 (2004), Valve Software

How will we choose to interact?

- Comply(put the can in the garbage)
- Refuse (throw the can at the agent)

Comply



Half-life 2 (2004), Valve Software

Refuse

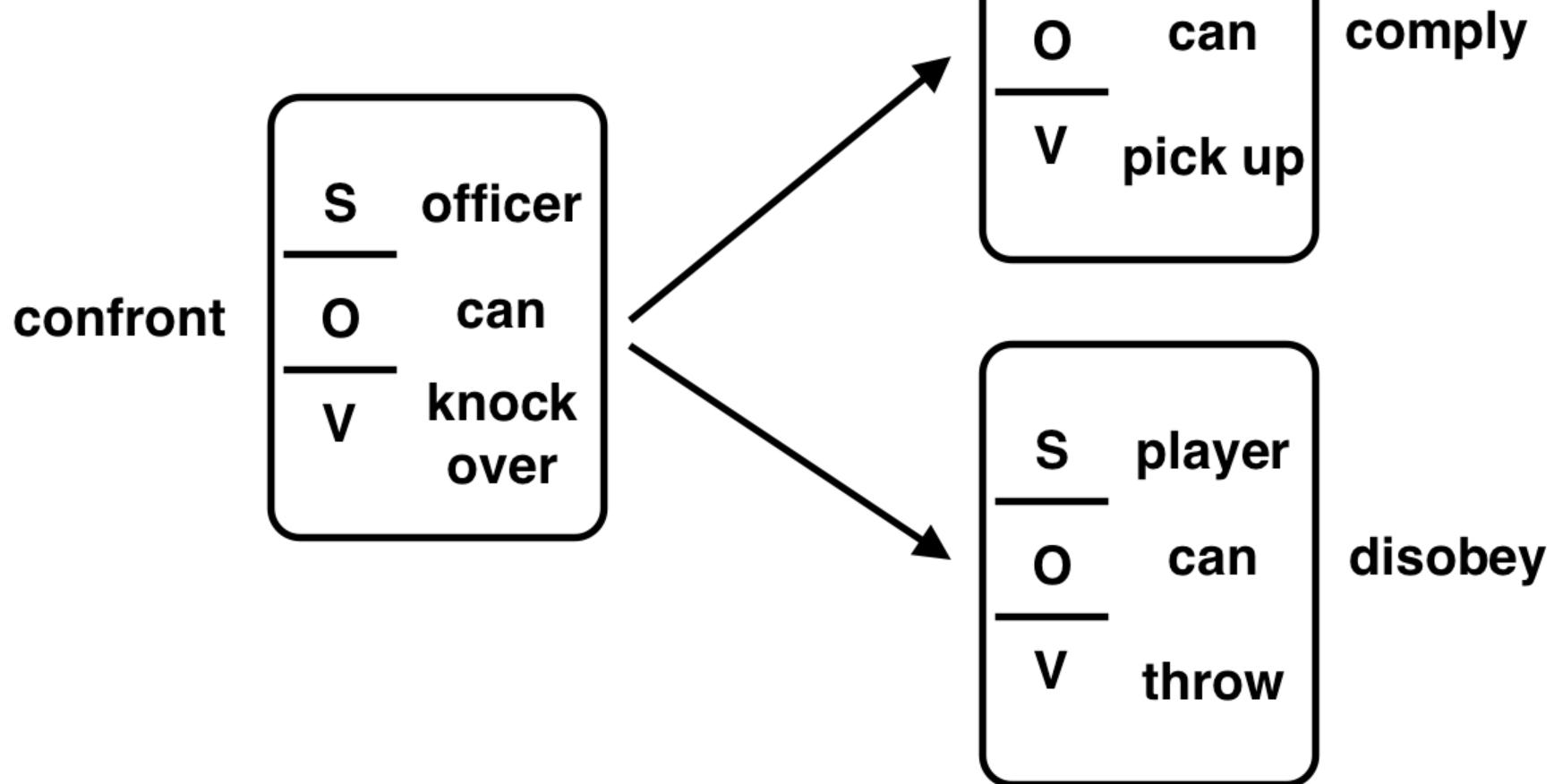


Half-life 2 (2004), Valve Software

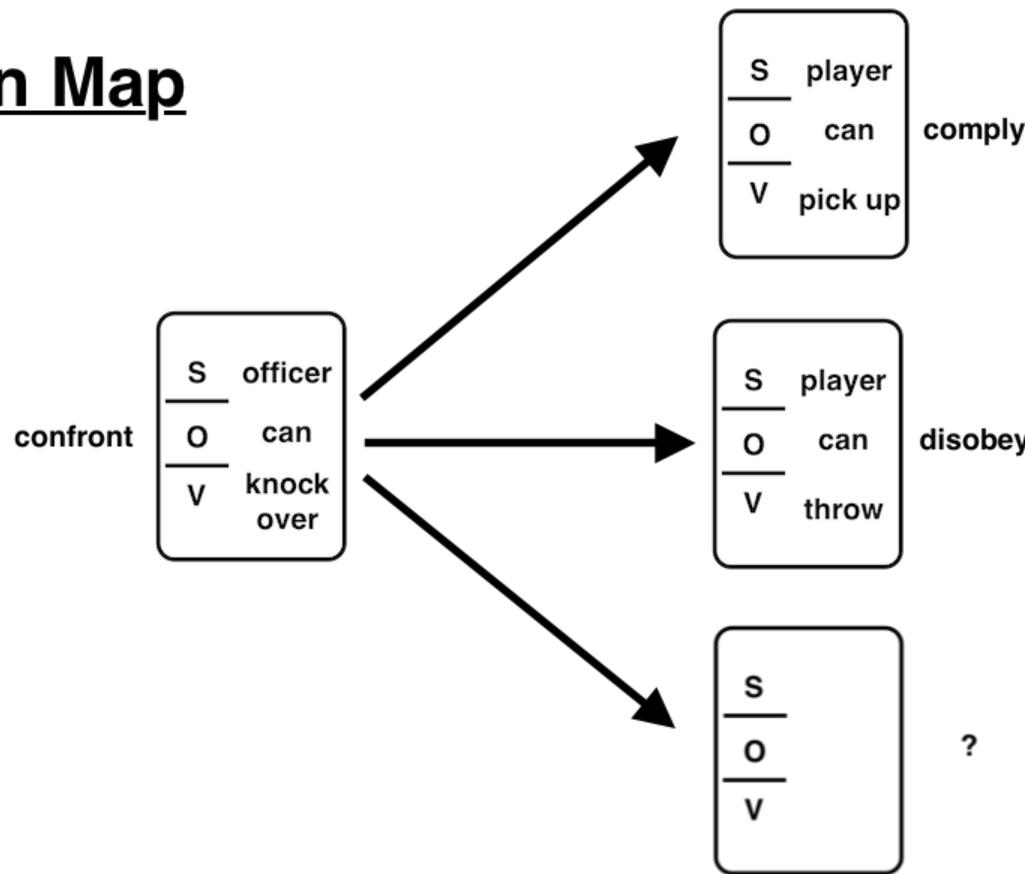
Scene Analysis

- Subject (person)
- Object (item)
- Verb (action)

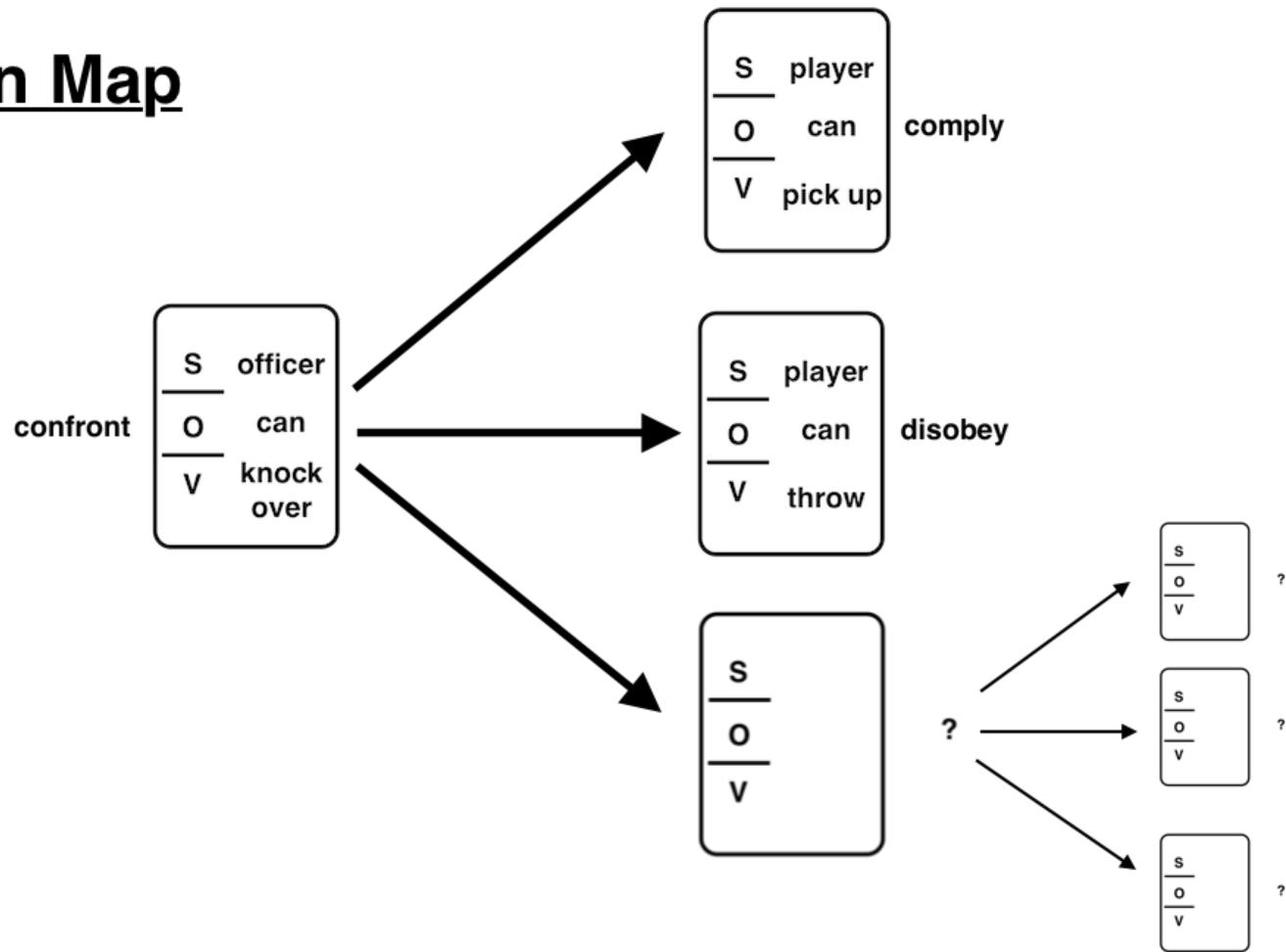
Interaction Map



Interaction Map



Interaction Map



Don't look at the players, look at the rules of the game.



Paolo Pedercini, "Designing Games To Understand Complexity." Molleindustria (July 2, 2013)

Paper Prototyping Exercise

Let's make an interaction map

Time: 15 minutes

Term: procedure

- Ian Bogost: “Procedurality refers to a way of creating, explaining, or understanding processes. And processes define the ways things work: the methods, techniques, and logics that drive the operation of systems, from mechanical systems like engines to organizational systems like high school to conceptual systems like religious faith.” (2010)

Term: procedure

- Paolo Pedercini: “games and simulations can simplify and mirror certain aspects of real world systems while maintaining their dynamic properties.” (2013)

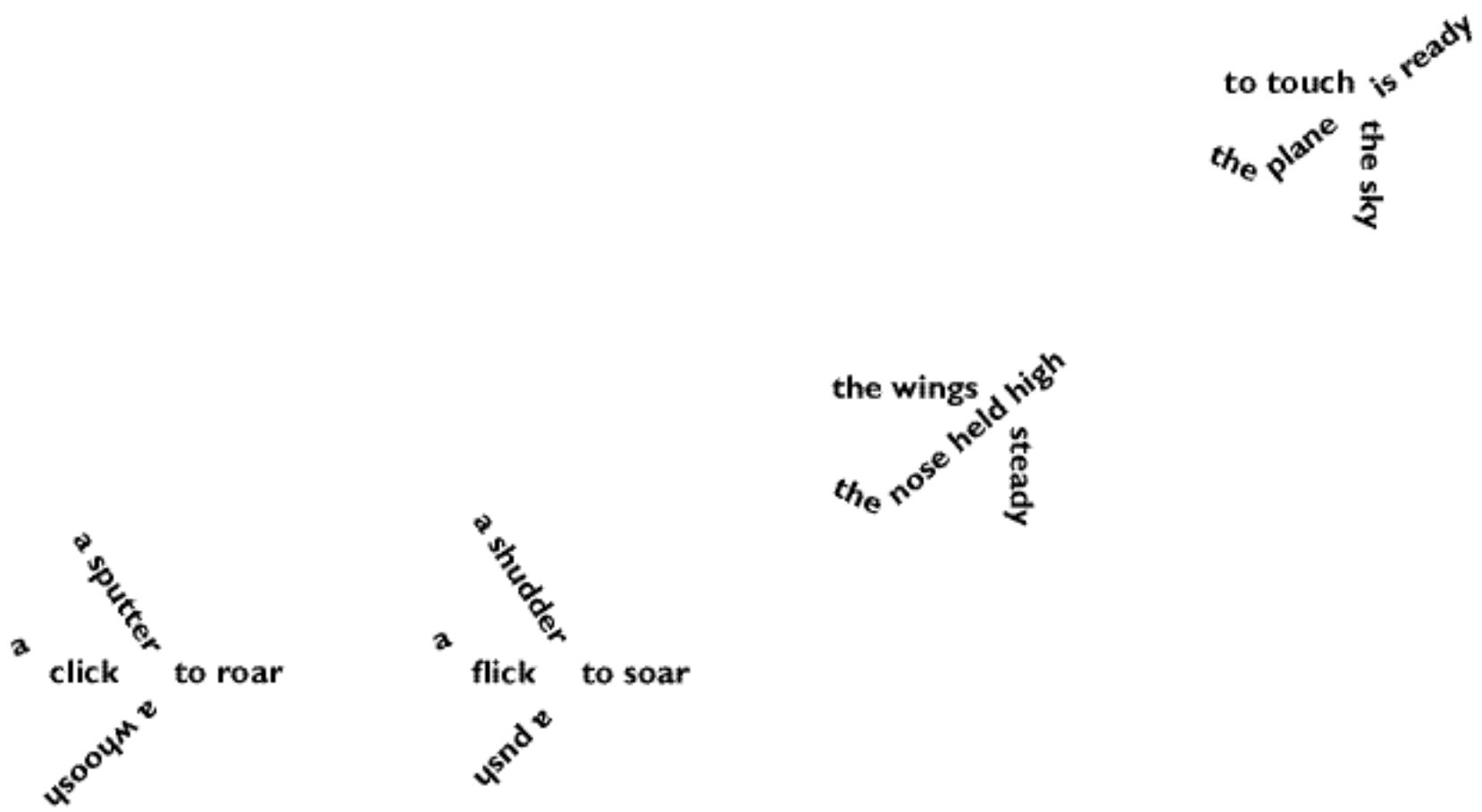
Term: procedure

- Alexander Galloway: “the gamer is not simply playing this or that historical simulation” but instead “is learning, internalizing and becoming intimate with a massive, multipart global algorithm. To play the game means to play the code of the game. To win means to know the system.”(2006)

Writing procedures: A sentence

- The dog chased the ball.
- The cue ball hit the eight ball at a 50 degree angle.
- The professor lectured.

Writing procedures: concrete poetry



Writing procedures: concrete poetry

Concrete Cat by Dorthi Charles





Paolo Pedercini, "Designing Games To Understand Complexity." Molleindustria (July 2, 2013)

Backwards



The Beginner's Guide, Davey Wreden (2015)

Puzzle



The Beginner's Guide, Davey Wreden (2015)

Next week: Twine Prototypes

- <http://twinehub.weebly.com/>

Homework

Make a new iteration of your interaction maps. Answer the following questions:

- Write a one paragraph biography for each subject. What are her/his motivations?
- What genre might this game be (a tabletop game, an RTS or FPS, an interactive drama)?
- How would you distribute this game?
- How would you collect feedback and metrics from your players?

Keep in Touch

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