

# Games As *Authoring Tools*

Games aren't just about having fun and following directions. They can also provide an incredible set of tools and a space to make new stuff.



## GAMES FEATURED

*Halo* is a series of first-person shooter video games set in a sci-fi universe. The games allow players to control camera angles, giving players a powerful set of tools to create machinima--movies created with a 3D rendering engine like a video game.

*Nintendo's Wii* console allows players to create customized avatars known as Miis. These avatars appear on the console dashboard and even in some games.

*Neverwinter Nights* is a popular role-playing game. The game includes powerful tools for building your own stories and quests.

*LittleBigPlanet* is a video game based around a powerful set of game-making and programmatic tools. With a little ingenuity you can use *LittleBigPlanet* to make everything from games to complex machines.

In *Draw Something*, players use a simple drawing tool to create pictures for others to identify.

*Forza* is a car racing game with a powerful car customization engine.

*Jenga* is a physical game comprised of wooden blocks. Players try to pull out pieces without collapsing a tower of blocks.

*Line Rider* gives players a tool to draw simple or complicated tracks for a rider to zoom along.

Players of *Farmville* tend virtual farms and gardens, cultivating them into elaborate tapestries.

## FIND TOOLS IN OTHER GAMES

Look for games that spark a player's creativity and then offer means to capture and save that creativity.

## I WANT TO...

