How to do well in the course: Take notes, work with your colleagues, play games.

Just answer everything on the lecture guide and will be fine with everything.

# KNUCKLEBONES: KEY

Date: ca. 5000 BCE

Developer: Unknown

Platform: Dice Game

Region of origin: Unknown

They are very old.

Earliest form of dice.

When did humans start playing?

Games 🡪

1.8 million years ago – Homo ergaster

300,000 years ago – Burial

200,000 years ago – Homo sapiens

150,000 years ago – clothing, jewelry, “speech”

🡪 Human Culture

# SENET: KEY

Date: ca. 3500 BCE

Developer: Unknown

Platform: Board game

Region of origin: Egypt

Why? Senet changed overtime.

Theme and mechanics: from abstract game to a very specific narrative game. (Solider moving to the afterlife)

Terms from game design:

Mechanics – Units of gameplay, re-combinable game actions that are often shared between different games. (e.g. roll dice and move piece, or land on opponent’s piece to capture).

System – The overall game described as a collection of mechanics, the properties of the game as a well-defined set of rules.

Theme – The fictional or representational aspects of the game.

# BACKGAMMON: KEY

Date: ca. 3000 BCE

Developer: Unknown

Platform: Board Game

Region of origin: Ancient Persia

The table game

A racing game

An immortal Game: Having been played continuously for 5000 years.

Still evolving

A lot of randomness

Doubling Cube: double the money or forfeit.

1920, New York East Village

# MANCALA: KEY

Date: ca. 600 CE

Developer: Unknown

What is depth?

Depth is the capacity for a game to sustain long term (generations) of serious study and play

# GO: KEY

What is elegance:

Depth + simplicity

Simple rules that lead to a very very large state space

# CHESS: KEY

A story of adaptation