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

2018.9.17

Arete

Sports are games where player skill plays a crucial role

Physical, with a focus on athletics

Large Scale

Global, official, shared, universal, we can recognize them as same things

Sports are part of people’s identities.

Sports have always been about social activism.

**Competition:**

Experience and Spectacle are parts of sport.

Sometimes a moment can be bigger than the sport.

**Basketball:**

Date: 1891 CE

Developer: James Naismith

Platform: Ball game

Region of origin: USA

He was working for YMCA, so basketball could become so popular.

Original Rules: 13.

Why Basketball?

Tremendously Popular, second popular in USA.

Basic Rules are simple, but allows for complex strategy

Different roles based on skills, size, and strength

Original missing rules: three pointers, holding ball time

Woman league

**American Football:**

Date: ca. 1800 CE

Developer: ca Walter Camp

Platform: Ball game

Region of origin: USA

11 vs. 11 game on a 100-yard field.

Either just offense and just defense, originally people play both.

Walter Camp: Line of scrimmage, the snap, distance requirement, scoring

John J. Miller: civilize or destroy football, how to make the game safer? The Above 4 methods.

Football causes a lot of problems: 95.6% deceased NFL players tested positive for CTE

Why American football?

Most Popular American Sport

Strategic, turn based, like Chess with people

Raw aggression vs Aesthetic Beauty

Violence, balancing rules for safety vs staying true to the game.

Super bawl most watched.

**Olympic Games:**

Date: 776 BCE

Developer: Unknown

Platform: Physical games (various)

Region of origin: Ancient Greece

Arete: Virtual. Excellence, reaching your highest potential. Courage and strength in the face of adversity.

National pride is a huge part that makes the Olympic important.

Why Olympic?

International Competition, national pride

Amateurism?

Nationalism

Sports as a proxy for politics/war

The Nazi Olympics, 1936

Jesse Owens: got 4 metal at the Nazi Olympics.

**Soccer:**

Date: 1848 CE

Developer: Unknown

Platform: Ball game

Origin: England

256 million people worldwide

World’s most popular sports

Soccer Pitch, 11 vs. 11 with a goal keeper

Why Soccer?

Most popular Sports in the world

Very team oriented

Very simple for a team sport

Elegant, ease of play

The side effects of simplicity: the off side rule: Conditions: In opponent’s half of field, in front of ball, fewer than 2 opposing players between player and goal line

**Cricket**

Date: 1774 CE

Platform: Bat and Ball game

Region of origin: England

Why Cricket?

Second Most Popular sport around the world

Team Sport, but very, very individualized

Slow paced, long matched (5 days standard, 6 hours of play)

In a state transition, many changes right now

Spirt of the Game (“That’s not Cricket”):

Has to by Spirt of the Game.

Don Bradman: early 1930s English had a problem with Don. He was all time best sports man. This guy was better than anybody else, and he was playing for Australia.

Twenty20 Cricket, limited balls and very short play time.

**Tennis:**

Date: ca 1500 CE

Platform: Ball and racket

Region of origin: France

A game for rich elite for France.

A bunch of men decided that women were too fragile to play 5 sets.

To reduce the effect of randomness.

Why Tennis?

Player vs Player (rivalries)

Popular for men and women

Old Sport, the “Game of Palms”

**Golf:**

Ca. 1400 CE

Ball and club game

Scotland

Why Golf:

Player vs Physics

Player vs. Nature

Indirect competition

Nature modified to fit the Game (level design): Lots of different golf course, not trying to be similar, wanted to be challenging

Reserved sports, quiet sports

Babe Didrikson Zaharias: Professional league for women LPGA

Slow Sport

**Formula 1**

1946 CE

FIA (Federation Internationale de I’Automobile)

Motorsport

France

Monaco is a city that people used to race on.

Drivers swallow a pill to monitor the body temperature.

**Other Sports:**

**Boxing**

**Hockey**

**Volleyball**

9.24.18

# ADVENTURE GAMES

Adventure games started as simulations of fictional worlds

The need for more streamlined user interfaces made the simulations lose detail and narrow down the possible actions.

Oldest video game genre that dealt with narrative and gameplay

Narrative Design

Interactive Story means there is branch. The forking Path.

Story takes place in fictional world, whether based on real worlds or imaginary.

Worlds need to be populated.

What is an Adventure game?

* Story-driven: Every challenge in the game is a story in the world
* Player Character: Player has a character.
* Exploration of space/actions: Player explore the space. Players are like toddlers in adventure games. Exploration -> possibilities of the game.
* Object manipulation: Object what we find in the adventure are what we use to advance the game.
* Puzzle solving/Choices: Gather information, get somebody to talk to us

**COLOSSAL CAVE ADVENTURE:**

**1977 CE**

**Will Crowther and Don Woods**

**PDP 10**

**USA**

Player interact with computers by typing command

It was huge and took up a whole room

It was supposed to simulate a real cave

He invented this for his daughter to see what would happen if she went into a cave system

Exploring the space, but also possible to get stuck.

Only took 300kb memory. Uses a parser

Why?

First game in the genre that name the genre. Established the convention of the genre. Also originated text adventures / Interactive fiction.

Directly influenced other important games: Adventure, Zork, Mystery House.

**INFOCOM: Interactive fiction (1979 – 1989)**

**ZORK**

**PLUNDERED HEARTS:**

**1987**

**Amy Briggs w/ Infocom**

**Commodore 64, Apple II, etc.**

**USA**

Inspiration: Pirate novels

Having a woman write the story would expand the audience.

WHY?

Created at the height of Infocom’s popularity, a flourishing of experimentation with the form

Complex defined protagonist with a personality and history

The first video game to explore the romance genre

**SIERRA ON-LINE**

**MYSTERY HOUSE:**

1980

They are going to bring graphic.

Graphical text adventure.

Need to use text to expand what graphics could not do.

**KING’s QUEST (SERIES)**

**1983 – 1998**

**Roberta Williams w/ Sierra On-Line**

**IBM PC Jr.**

**USA**

It started with a text adventure but ended up being a point and click

She had her husband talk to the programmers. She wrote the design documents and had her husband brought to the programmers.

The game talks to the player as a narrator

King quest V: First point and click interface. No Parser anymore, only point and click

Now interactions are limited to a small set.

Hot spot searching, pixel hunt.

It was difficult, if you make the wrong move, you die. Auto save is not a thing then.

There is not a lot of things to do so it’s hard to get stuck

WHY?

Most popular and longest series developed by Sierra

Fairytale setting and narrator voice emphasized the focus on storytelling which also pushed the kinds of stories and events that videogames could incorporate.

The different titles exemplify how adventure games went from parser to point and click interface, trying to make the interaction seamless.

Made adventure game dying into an art.

**LUCASARTS**

All the designers were men.

**MONKEY ISLAND (SERIES)**

**1990 – 2009**

**Ron Gilbert w/ Lucasfilm Games**

**PC**

**USA**

Player Character: Pirates.

Player does not die when they do something wrong. It’s the reverse of King’s Quest. Does not punish player by exploring the place.

Writing is a characteristic. Story + Puzzle solving. The most famous mechanics is the insult fighting. To defeat the pirate in sword fight, you need to banter better.

WHY?

Most popular and longest series developed by LucasArts

First game that opted to not have game over states until the player completed the game, letting the player explore the world

A model for contemporary point and clicks adventure games, often imitated and quoted in later works

Excellent comedy writing.

**MYST (SERIES)**

**1993 – 20005**

**Rand and Robin Miller w/ Cyan**

**PC**

**USA**

FMV Games: Full motion video.

The storage expanded a lot that time, so people could store videos.

Videos are often shoot by game makers, so they don’t have the screen writing skills.

The videos are very short, they are imbedded in the picture.

Inspired Walking simulators. Players can leisurely do things.

Exploration + Storytelling: Discover the story.

Cool part is the puzzle solving.

WHY MYST?

Became the top-selling game of all time until 1998

Best demonstration of how CD\_ROM and larger storage could change adventure games.

Created a new paradigm of adventure games: verbs and menus were substituted by a minimalistic point and clicks interface

Anticipated Walking simulators

Introduced 3D graphics into adventure games.

**VISUAL NOVELS**

**ACE ATTORNEY(SERIES)**

**2001-Present**

**Shu Takumi w/ Capcom**

**Game Boy Advance**

**Japan**

Story + Exploration of Space

We talk to people and explore spaces.

WHY?

The most successful visual novel series to be commercially released outside of Japan.

Combines the tradition of visual novels with Western adventure game design, which also emphasized exploration and puzzle-solving

Created a set dialogue mechanics to model cross-questioning in a court room.

**Modern Interactive Fiction**

Focus on Storytelling and character

INDIE ADVENTURE GAMES

Focus on Character

BESCAPE THE ROOM

Focus on the Puzzles

HIDDEN OBJECT GAMES

WALKING SIMULATORS

CONTEMPORARY DATEING SIMS

Time-based chice0driven games

Modular Choice driven games

**TELLTALE Games**

**THE WALKING DEAD (SERIES)**

**2012 – 2018**

**Telltale Games**

**PC**

**USA**

**WHY?**

Revived mainstream interes on adventure games, as well as making non gamers interested in playing

Made the episodic format into a successful commercial model

Presents combination of different adventure game tradition, moving from puzzle-focused gameplay to narrative choices and quick time events

**A KEY INFLUENTIAL GENRE**