Video Game

(NB: The resources in French are not part of the quiz questions, they are just for your curiosity and we chose to submit them because we value them.)

The gameplay, video game's grammar

- Mechanics as metaphor 1 - How gameplay itself tells a story
- Mechanics as metaphor 2 - Creating narrative depth
- Mechanics shaping story - Re-examining the core gameplay loop
- SimCities and SimCrises: gameplay as procedural rhetoric

Generalities

- The stress of game development – Tips for survival
- Introduction to Rational Game Design
- Depth vs Complexity - Why more features don't make a better game
- Educating game designers - Too much "game" at game schools
- The importance of not playing games

Feedbacks & juiciness

- Affordances - How design teaches us without words
- Intro to UX Design
- Juice it or lose it
- Make it juicy

Technical articles and videos

- Gamasutra : #1 resource with articles for and by VG professionals
- GamesIndustry.biz
- Extra Credits
- Game Spectrum
- Game Maker's Toolkit
- Les Capitaines
- Jim Sterling

VG as a vector for a message

- Politics in games - All media is political
- Beyond fun - Why games need to be more than fun
- Propaganda games - Ethical game design
- Call of Juarez The Cartel - How lazy design hurts everyone
- "Art" is not the opposite of "Fun" - Why analyzing games makes them better
- The Division - Problematic meaning in mechanics

Inclusivity & representations : unevitable stakes in today's world

- No gendered mechanics - How genre stereotypes limit games and players
- Harassment - Why gaming struggles to escape toxicity
- #MeToo in video games – July 2020
- Qui sont les joueurs de jeu vidéo ?
- Tropes vs Women in Video Games
  the most complete and reliable series of analysis for female représentations issues
- The reality of sexism in the game industry
- Étude scientifique sur le sexisme dans le JV
- Diversity - Why do games lack diverse characters
- Colorblind: On The Witcher 3, Rust, and gaming's race problem
- Video games without people of color are not 'neutral'
- Pop Culture Detective : Similar issues with other media

Hot stake: environment

- Les jeux vidéo vont-ils disparaître ?
- Jean-Marc Jancovici : À quand la rupture énergétique ?
- Gaming's environmental impact is bigger than you think
- Dirty cloud: warnings over online gaming industry's environmental footprint
- Are ecology and technology compatible? Or will the future be low-tech?
- The technology mirage: building a future based on eco-sufficiency

Conception process

Societal stakes

Work conditions

- Working conditions
- Why Are So Many People Leaving Video Games?
- The great video game exodus
- Possible improvements:
  - Game development crunch can be changed
  - Game crunch lessons
- Comment se fabriquent les jeux vidéo – Documentaire
- Need help for legal issues or want to chat with other professionals? :
  - In France : le STJV
  - For international : Game Workers Unite

Sexism within tech

- Women built the tech industry. Then they were pushed out.
- Why tech's gender problem is nothing new
- The Tech Industry's Gender-Discrimination Problem
- Tech's sexist algorithms and how to fix them
- elephant in the valley

Ecosystem & economy

Some resources to enter the world of work (FR- not for quiz questions)

- L'AFJV (agence française du jeu vidéo) : le site incontournable, contenant la quasi-intégralité des annonces d'emploi dans le JV français
- Sites internationaux de recherche d'emploi :
  GamesIndustry
  Gamasutra
- Article riche de conseils pour les étudiant-es qui veulent se lancer
- Un site pour se lancer (attention, point de vue très optimiste sur l'industrie… Jeter un oeil aux sources dans "Conditions de travail" pour équilibrer !)
- Référentiel des métiers du jeu vidéo avec salaires :
  - En France (SNJV)
  - Selon l'IGDA
  - Selon l'ESA
- Référentiel des métiers du jeu vidéo (avec indications des salaires)
- Quelques conseils pour faire son premier jeu

Complex environment that supports creativity

- Developping a game: how much does it cost? How much does it yield?
  - Why Do Games Cost So Much To Make
  - Games Should Not Cost $60 Anymore
- … But it this money fairly distributed? Un point de vue critique sur les modèles économiques des AAA
- Industry data:
  - In France : Baromètre annuel du SNJV
  - International : Rapport annuel GDC sur l'état de l'industrie du JV

The gamer culture

- La tribune : les gamers
- "Gamer" - What's in a Name?
- What is a game? How this question limits our medium
- Humane design - Games must be good to their players

Retention & monetization

- Comment Fortnite a conquis les joueurs
- Free to play laws - Can we stop predatory practices ?
- The Skinner box - How games condition people to play more
- How technology is hijacking your mind — from a Google design ethicist