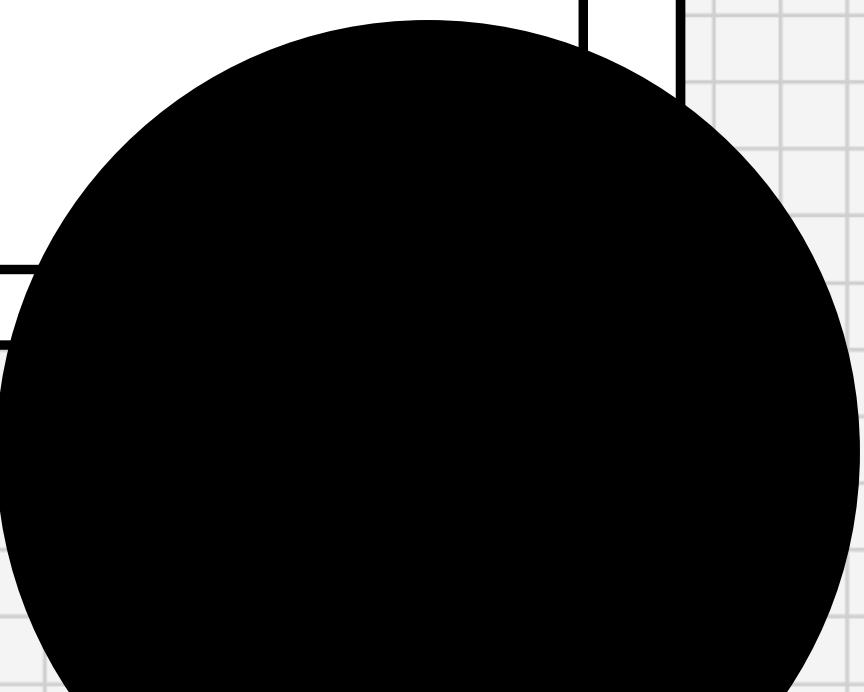


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Interlude 3

The Interlude to End all
Interludes





What Happened?



In this final unit we looked at a whole host of different gaming models, from early beginnings like Eliza, to sound play with two tones the main theme throughout has centered around ingenuity, keeping an old tired concept we see in our day to day lives as new and fresh.

Are you ready to step in?



Work

The



Eliza

all too aware of each footstep you make as you make your way through the icy forest. You spent weeks preparing for this heist, knowing how dangerous this would be compared to your other heists. Dragons are uncommon as it is, let alone an adult one.

you draw near the mouth of its den, you notice how silent the place is. How devoid of life it appears to be. It seems all feae this place, although you know it'll be worth it.

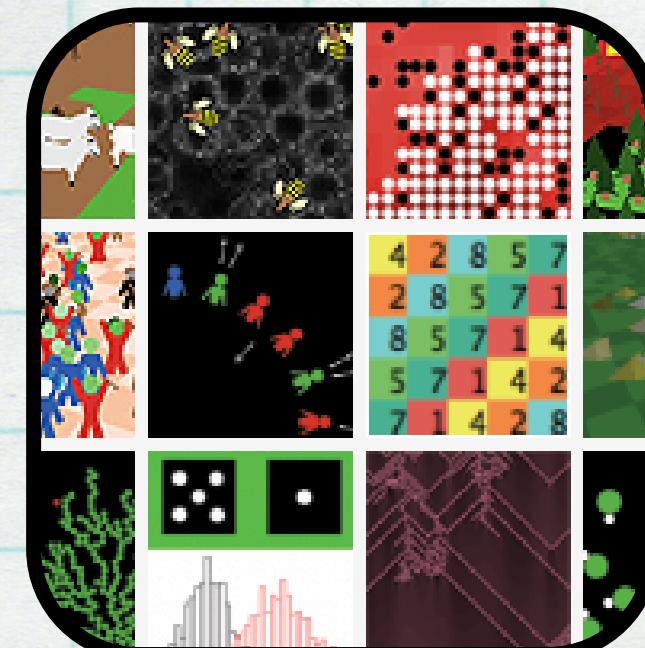
regardless of their scales, all dragons have hordes of treasure. Which you aim to claim for your own.

I hold your breath, skulking to the side of the cave's opening. Before proceeding, you listen quietly for any signs of life.. Any eaking, scurrying, or chit chat between them.

nothing is happening though. Your heart starts beating rapidly. You have to get this right.

UNDO REDO RETRY EDIT RESTORE MEMO WI AI HELP

aidungeon



Netlogo



Ethics of Archaeogaming



The Dark Souls of Archaeology: Recording Elden Ring

Search_

What does it mean to do history, when a machine is co-creator?



In Reference to:
Nicholls/Cook & Vandemeulebroucke
readings

When working in tandem with something that isn't human it can become tricky to define what history is. When producing a concept with a machine it is important to keep in mind that we are now stepping outside of the traditional realm, entering into an interactive sphere that is based upon playing from each others weaknesses.

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Continued



One class the perfectly illustrated the relationship with a machine as co-creator is that of archeologists and their work.

To be breif, there has been difficult in both past and present to engage audiences through their work, mostly in the form of unintentional self sabotage. Machines step in to take over the areas people in this field struggle with. Being able to produce finer details that make games more appealing to the user.

Save

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The Impact..



While I'm not trying to claim machines are capable of working to save peoples lives, it is undeniable that when done just right history-or games inspired by historical aspects provide the perfect escape mechanism for those interacting with that media.

On Modeling

Search



Agent based modelling vs other kinds of modelling

Here, a gravity model from retail economics is used to predict the emergence of Greek city-states.

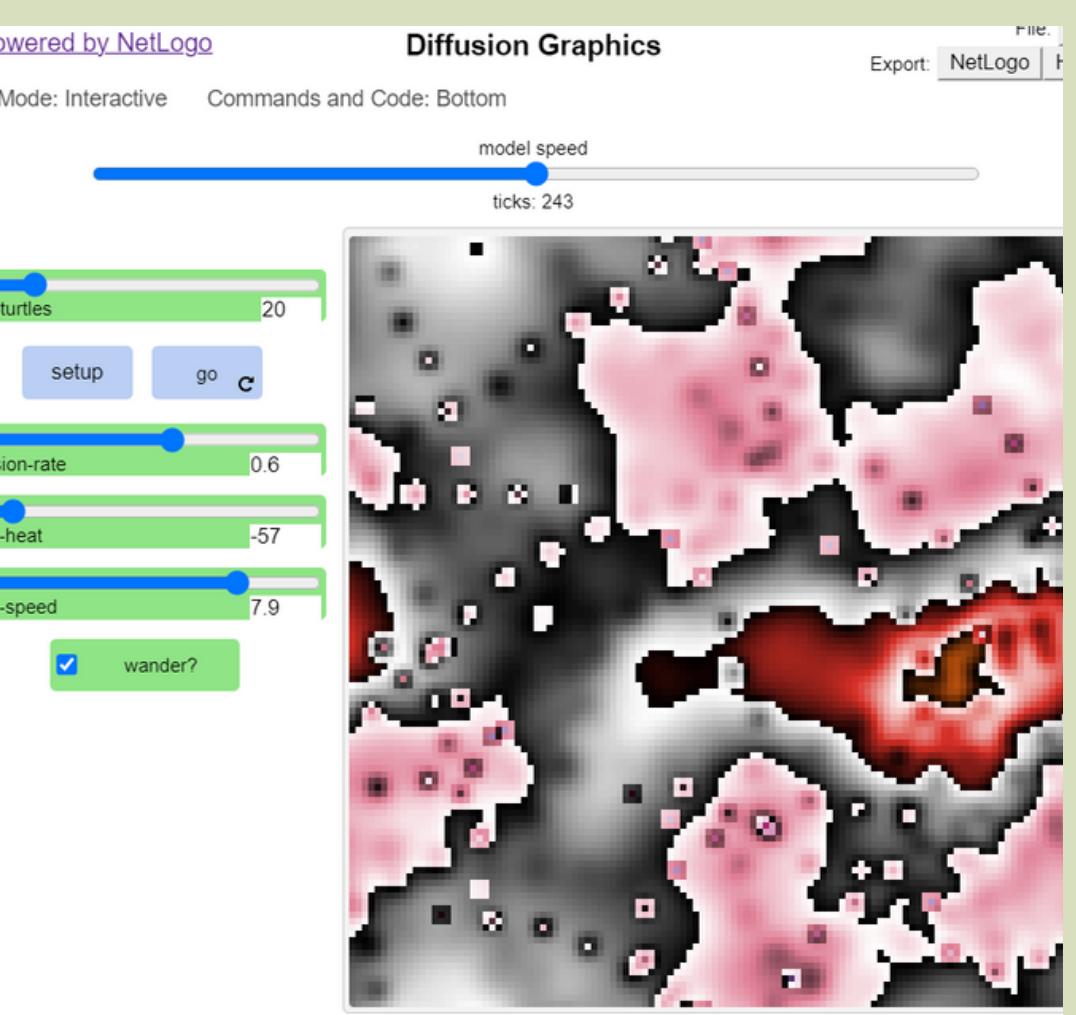
3 Key elements of agent models: individual, heterogeneous and autonomous software units/agents, Rules of behavior specified for those units, Explicit spatial or temporal dimensions.

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It is important to keep in mind that we have to throw all traditional ideas out the door...

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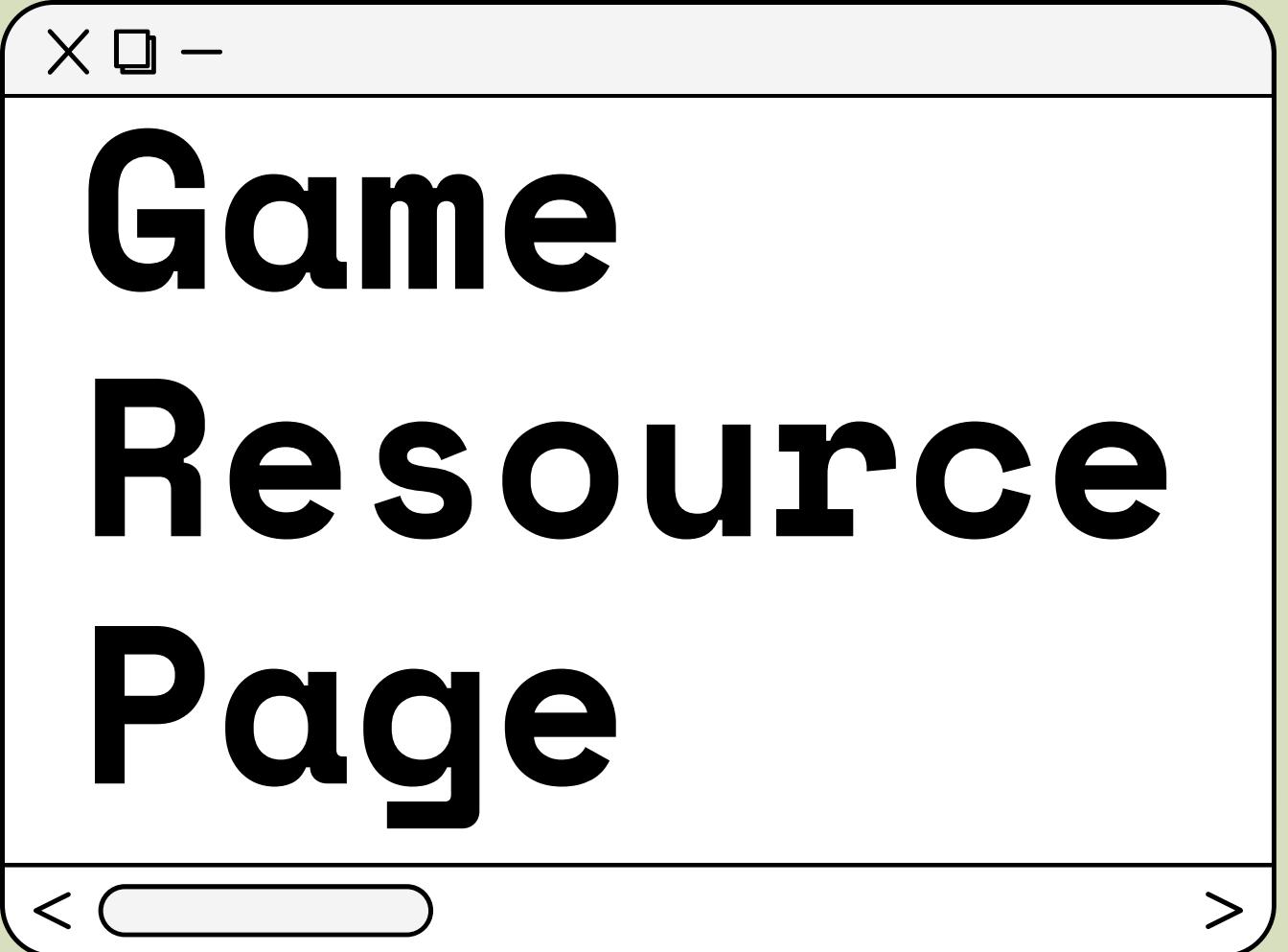


A screenshot of the NetLogo Diffusion Graphics model interface. The title bar says "Diffusion Graphics". The control panel on the left shows parameters: "model speed" (ticks: 243), "turtles" (20), "setup" button, "go" button, "fusion-rate" (0.6), "idle-heat" (-57), "idle-speed" (7.9), and a checked "wander?" checkbox. The main canvas displays a 2D grid where pinkish-red clusters of dots are merging over a black background, illustrating a diffusion process.

Netplay is a prime example of model based building, as it is a multi-agent platform where the player must use program to form some sort of progress.

Save

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CLICK ME



Module 1 & 2 Revisited

< >

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