

Secrets Agent, by Marina Kittaka

English 230 | Worksheet 1 | Two pages (front and back)

Your Name(s):

Available at <https://even-kei.itch.io/secrets-agent>.

"My name is Marina Ayano Kittaka (she/her), I'm a 4th gen Japanese American trans woman from middle class background. I work in a variety of different art forms but my bread and butter are the video games I make with my friend Melos Han-Tani, e.g. the Anodyne series." 25 June 2020, at <https://even-kei.medium.com/>

Marina Kittaka released this browser-based game in 2014. She made it using Construct 2, an HTML-based game editor. It's a "vignette game," or a short game, and takes only five to ten minutes to complete.

Secrets Agent as Fiction: What's the story? What's the conflict? How are they communicated, or how do they unfold?

Media as Experience: How would you describe the experience of playing with (or as) the player character? Describe that player character and the actions the player character performs.

Media as Social Practice: How did you relate with the voice-over audio (Kittaka's voice) in this game? Describe the voice-over track as a relationship. What does Kittaka share with her voice, and how? What are some moments of vulnerability or improvisation?

Media as Culture and Value: What does Kittaka's game value or care about? Describe its relationship to other games and/or gaming communities, if you're familiar with either.

Media as Labour and Technique: Which aspects of this game are crafted to recede from view? Which are made available to you, or are made to address you?

Media as Material Agent: Describe the physical aspects of this game as an object, including your access to and interactions with it. What's interesting about this game as stuff?