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Film 3720

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Assignment 1 – Play 3 Games

1. Papers Please
   1. Papers Please is a game with primary mechanics based on a model of border control in a fictional country. As the protagonist, it is your job to decide who comes and goes through your checkpoint. Admittedly, there is an interesting story layered on this mechanic, however it is executed well in that it is exactly like work.
   2. In this game, you are faced with daily(ish) decisions with consequences later played out, but which decisions should you make? The choose-your-own-adventure mechanic is great for simulating real life decisions, making your own choice and what-not. These weight of these decisions is enhanced by the controversial feel conflicting with the player’s moral obligations, as well as a lovely dose of silence… There is no music… much like life.
   3. It was indeed effective in showing the extent of this topic in real life application.
2. Super Chick Sisters
   1. Super Chick Sisters is a game about two little chickens that cavort around on their very own adventure to save Pamela Anderson after she calls out KFC on their harsh treatment of little baby chickies that are ground into food after having their beaks peeled off.
   2. Gameplay enhances PETA’s cause in making this game by throwing adorable yet bloody violent art at the player, as well as including PETA protestors with fun little messages for the more naïve folk.
   3. It was educational, but the fun/cute feel to the game, though intended to be ironic and morbid, was not effective overall.
3. Airport (in)Security
   1. In this lovely little adventure, you play as a TSA agent for the local airliner. It is your job to protect this country from the criminals with teddies and hats, and depriving them of their jerkwad freedoms – or at least that is what we all want to believe about the TSA.
   2. Gameplay is effective in subtle ways, such as the selecting of a difficulty, and in the objects (which aren’t so subtle) which you must take, such as teddy bears, and pants. Nobody needs pants, why would they even try?
   3. Having worked at the airport, and worked with TSA agents quite closely, I would say that the gameplay is ineffective, and that this game as a whole is ineffective in showing the callous behavior that is the TSA, as 99% of the time, they are not in real life. It was sort of fun though, in real life, when we got to use a German Shepherd to search bags ☺

* an explanation of what it is
* how the gameplay enhances the message

if it is effective or not