Mattie Brice gives out some radical but thoughtful ideas like “consider alternatives to player-centric design” and “the death of the player”. Even though she took her stand too far (for example the idea of releasing games without playtesting), we should consider the sensible part of it.

I agree with her on game designers nowadays being increasingly constrained by invisible rules and players’ expectation. She actually conveyed an urgent appeal that our designers must open up and expand our minds. Then she offered a unique approach to do so: getting rid of player-centric design. Because the idea of the main stream is rigid, if designers follow blindly, they could only create a perfect game in old rules, getting everyone’s praise but not an innovative one promoting the industry of gaming.

Trying to tell the own stories of yours instead of fulfilling players’ expectation seems like a feasible method, but then, a risky one. After all, games are designed for players. The interaction between players and designers defines games as a distinctive media. If you want your players stay reserved to cautiously experience the feeling you want to convey, why not making a movie? Thus, “the death of the player” makes the death of the game but “consider alternatives to player-centric design” makes alive of it.