

Critical Reading and Play (for 2/20)

We are heading into the territory of 2D and 3D games with Unity. For next class:

1. Read "[Games as Art](#)" By Celia Pearce
 - In the #sharing channel, post one game/art that is tangentially related to one of the sections in the article and why you thought of it. E.g. it could be a game mod that you've heard of that wasn't mentioned in the article, an artwork by an artist similar to something from the article, etc.
2. Critically play/experience the following games. Think about how their mechanics work to create a particular experience. Record your reactions and be ready to discuss them next class:
 - [Dys4ia](#) by Anna Anthropy (who made "Queers in Love...")
 - [Slave of God](#) - by Stephen Lavelle (made in Unity)