



Game Play

Michael Hadley





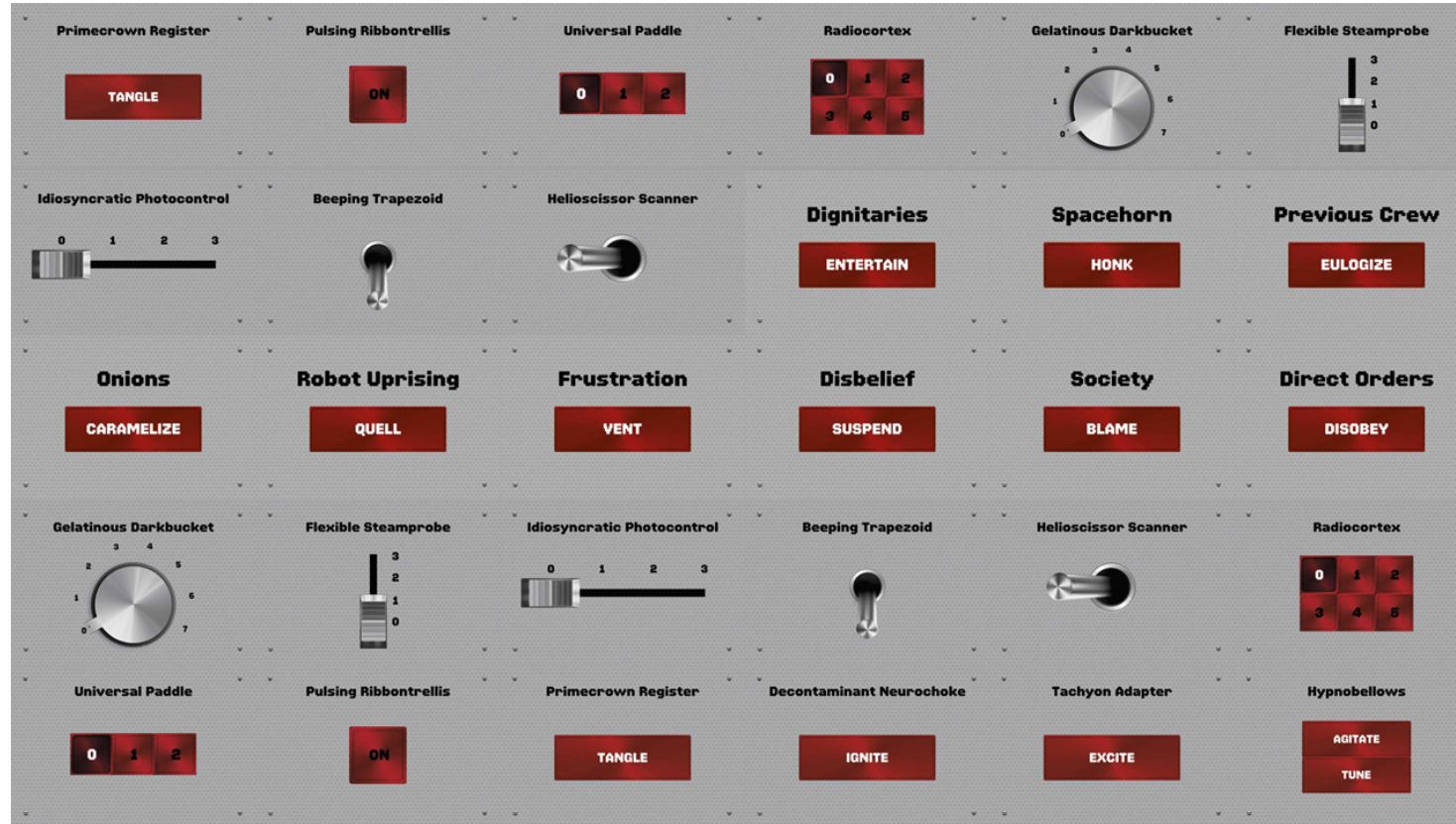
Games?



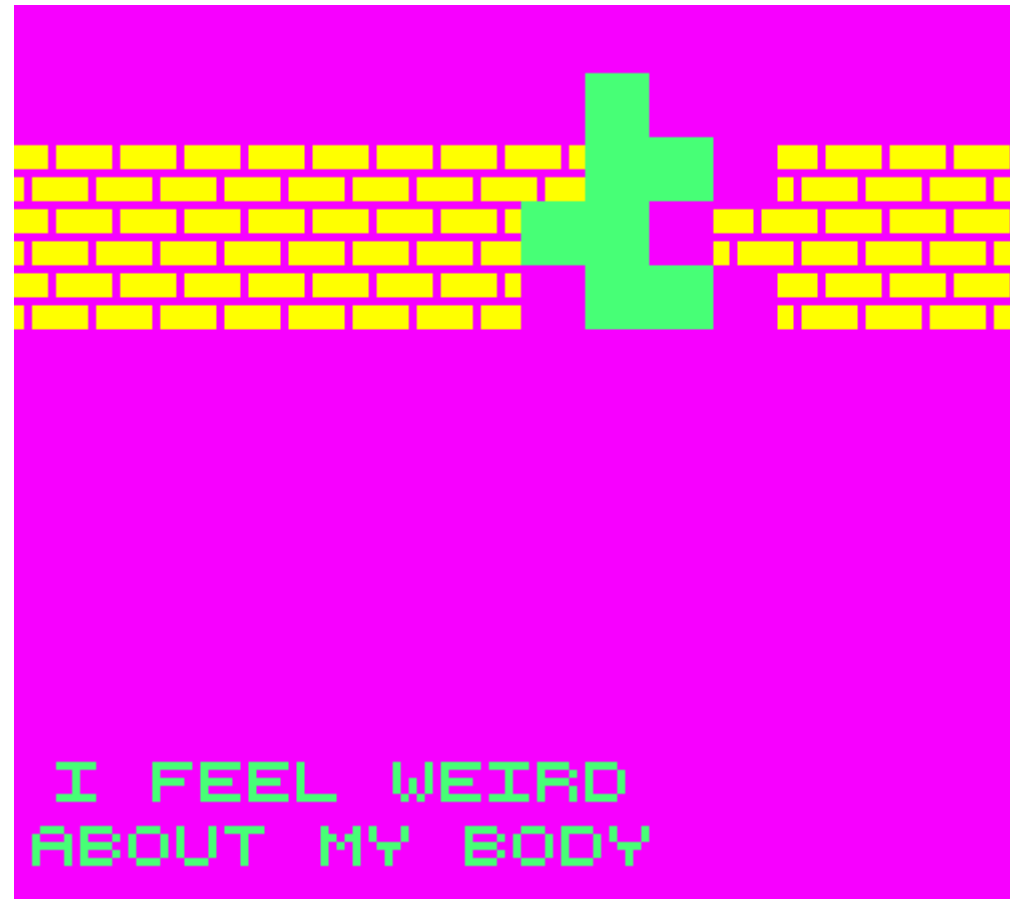
Chess, 12th Century (above)
Maybe as old as 50 BCE



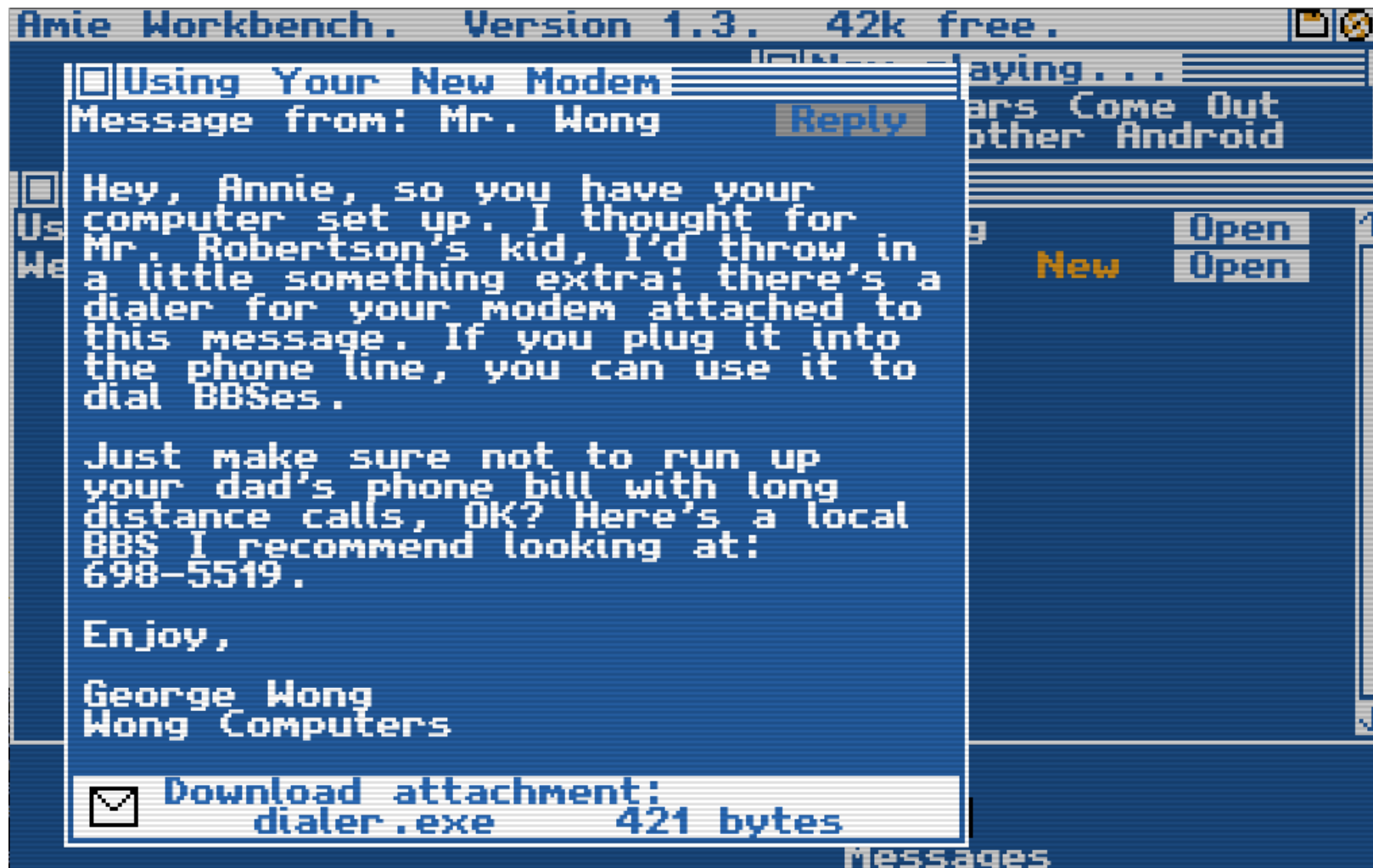
Katamari Damacy, 2004
<https://www.youtube.com/watch?v=PVVW41iAu5A>



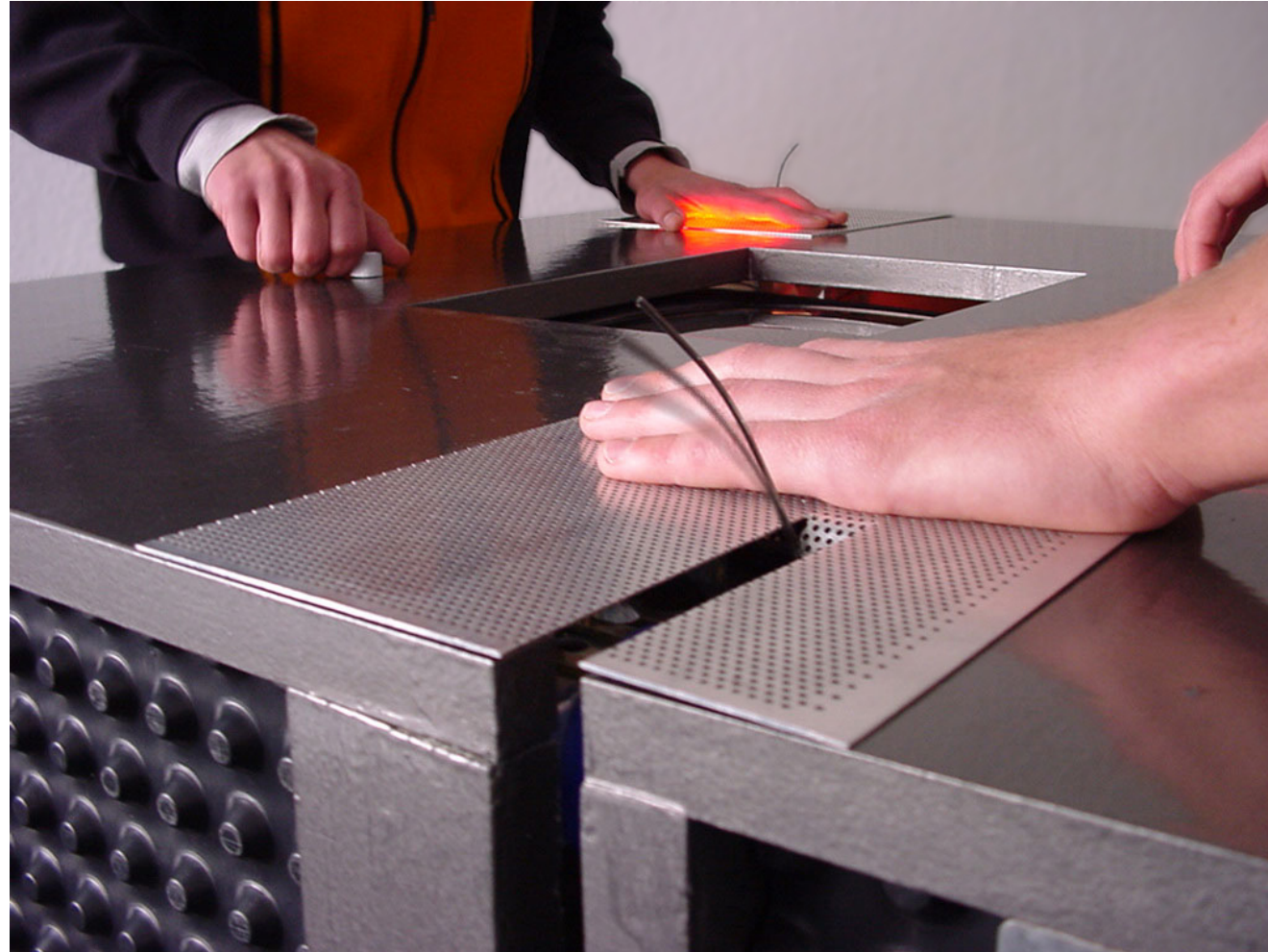
Spaceteam, 2012
<http://spaceteam.ca/>
https://www.youtube.com/watch?v=FD_SbJCQovU



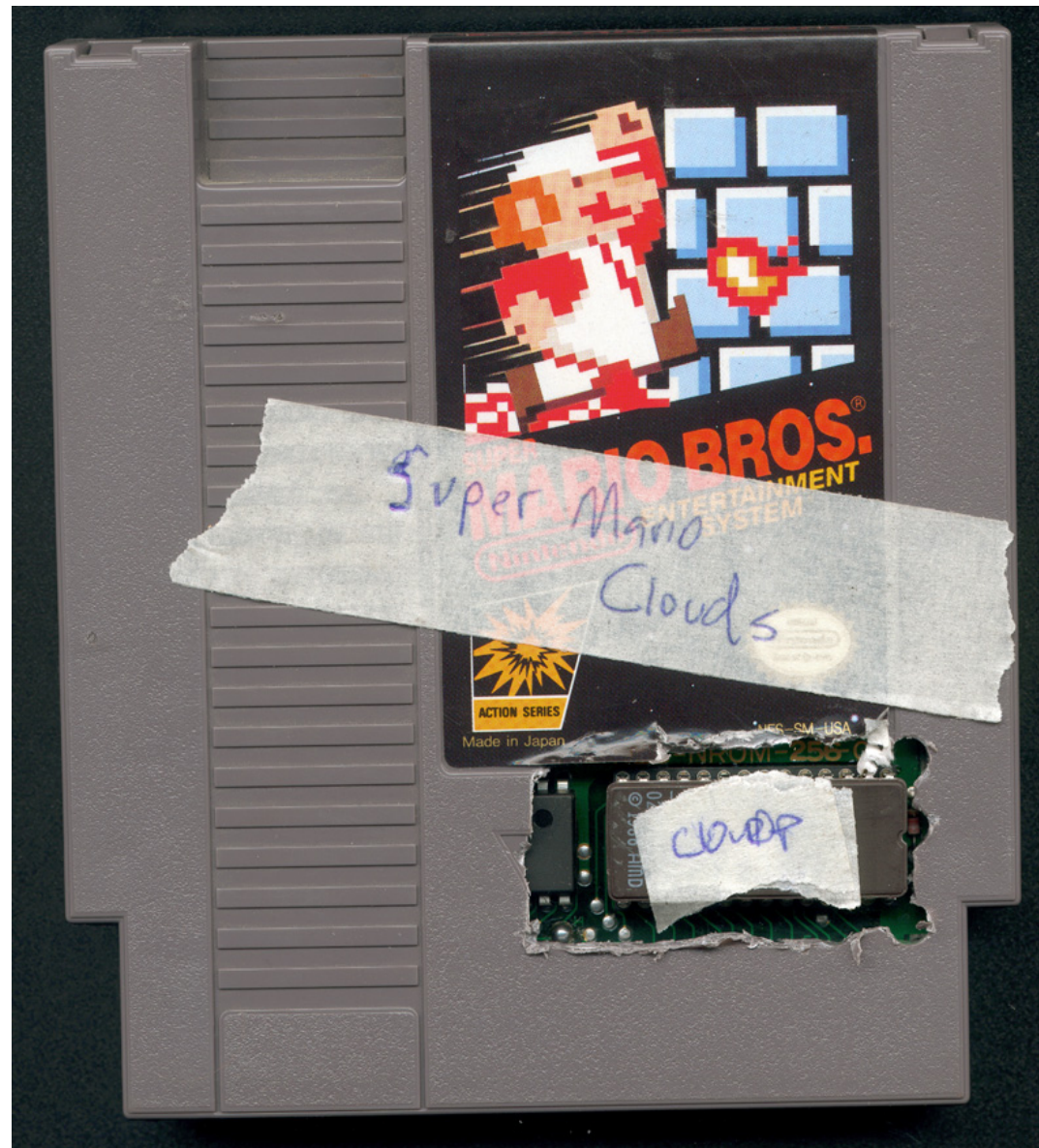
Anna Anthropy, Dys4ia, 2012
<https://w.itch.io/dys4ia>



Digital: A Love Story, Christine Love, 2010
<http://scoutshonour.com/digital/>
<https://www.youtube.com/watch?v=UzPDXTp2Qyl>



Volker Morawe & Tilman Reiff, Painstation, 2003
<http://www.painstation.de/index.html>
<https://www.youtube.com/watch?v=6bm7fLcj5UI>



Cory Arcangel, Super Mario Clouds, 2002
<http://www.coryarcangel.com/things-i-made/2002-001-super-mario-clouds>



Cory Arcangel, Various Self Playing Bowling Games, 2011

<http://www.coryarcangel.com/things-i-made/2011-009-various-self-playing-bowling-games>



George Maciunas, Flux Ping-Pong, 1976
Video: György Galantai's 2001 recreation
<https://www.youtube.com/watch?v=zdZAdz6rATl>

TUNAFISH SANDWICH PIECE


Imagine one thousand suns in the
sky at the same time.
Let them shine for one hour.
Then, let them gradually melt
into the sky.
Make one tunafish sandwich and eat.

1964 spring

Yoko Ono, Tunafish Sandwich Piece, 1964
Event Score



Define "Game"

- 
- **Parameterized play** consisting of rules by which a group of players agree to abide for the duration of the game.
 - **A goal**, sometimes expressed as a series of sub-goals that collectively lead to a meta-goal.
 - **Obstacles** that create challenges to achieving the goal(s).
 - **Resources**, initially provided to players at random or symmetrically, but later more often as rewards for overcoming obstacles.
 - **Consequences**, which come in the form of either **rewards** (sometimes as resources) or **penalties** (sometimes obstacles.)
 - **Information**: both known and unknown to the players (individually or en masse); progressive information that is revealed over time; and randomly generated information, such as a dice throw or a dial spin.



1. **Free:** in which playing is not obligatory; if it were, it would at once lose its attractive and joyous quality as diversion;
2. **Separate:** circumscribed within limits of space and time, defined and fixed in advance;
3. **Uncertain:** the course of which cannot be determined, nor the result attained beforehand, and some latitude for innovations being left to the player's initiative;
4. **Unproductive:** creating neither goods, nor wealth, nor new elements of any kind; and, except for the exchange of property among the players, ending in a situation identical to that prevailing at the beginning of the game;
5. **Governed by rules:** under conventions that suspend ordinary laws, and for the moment establish new legislation, which alone counts;
6. **Make-believe:** accompanied by a special awareness of a second reality or of a free unreality, as against real life.

When you strip away the genre differences and the technological complexities, all games share four defining traits: a goal, rules, a feedback system, and voluntary participation

- Jane McGonigal

A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.

- Katie Salen & Eric Zimmerman



Art Game

A **participatory piece of art** that utilizes **game mechanics** in unexpected or unconventional ways for **personal, political, expressive, or poetic** purposes



Historical Precedents: Fluxus



The Flux Olympiad at Tate, 2008

<http://www.tate.org.uk/context-comment/video/performance-flux-olympiad>

Manifesto:

2. To affect, or bring to a certain state, by subjecting to, or treating with, a flux. "Flured into another world." *South*.
3. *Med.* To cause a discharge from, as in purging.

flux (flŭks), n. [OF., fr. L. *fluxus*, fr. *fluere*, *fluxum*, to flow. See *FLUENT*; cf. *FLUSH*, n. (of cards).] 1. *Med.* a A flowing or fluid discharge from the bowels or other part; esp., an excessive and morbid discharge: as, the bloody *flux*, or dysentery. b The matter thus discharged.

Purge the world of bourgeois sickness, "intellectual", professional & commercialized culture, PURGE the world of dead art, imitation, artificial art, abstract art, illusionistic art, mathematical art, — PURGE THE WORLD OF "EUROPANISM" !

2. Act of flowing: a continuous moving on or passing by, as of a flowing stream; a continuing succession of changes.
3. A stream; copious flow; flood; outflow.
4. The setting in of the tide toward the shore. Cf. *REFLUX*.
5. State of being liquid through heat; fusion. *Rare*.

PROMOTE A REVOLUTIONARY FLOOD
AND TIDE IN ART,
Promote living art, anti-art, promote
NON ART REALITY to be
fully grasped by all peoples, not only
critics, dilettantes and professionals.

7. *Chem. & Metal.* a Any substance or mixture used to promote fusion, esp. the fusion of metals or minerals. Common metallurgical fluxes are silica and silicates (acidic), lime and limestone (basic), and fluorite (neutral). b Any substance applied to surfaces to be joined by soldering or welding, just prior to or during the operation, to clean and free them from oxide, thus promoting their union, as rosin.

FUSE the cadres of cultural,
social & political revolutionaries
into united front & action.



Ben Vautier, Total Art Match-Box, 1965



Takako Saito, Fluxus Chess, 1964-1965
Spice Chess, Grinder Chess, Liquor Chess



Yoko Ono, Play it by Trust, 1966



George Maciunas, Same Card Flux Deck, 1969

INCIDENTAL MUSIC

Five Piano Pieces,

any number playable successively or simultaneously,
in any order and combination, with one another and
with other pieces.

1.

The piano seat is tilted on its base and brought to
rest against a part of the piano.

2.

Wooden blocks.

A single block is placed inside the piano. A block
is placed upon this block, then a third upon the
second, and so forth, singly, until at least one
block falls from the column.

3.

Photographing the piano situation.

4.

Three dried peas or beans are dropped, one after
another, onto the keyboard.
Each such seed remaining on the keyboard is
attached to the key or keys nearest it with a
single piece of pressure-sensitive tape.

5.

The piano seat is suitably arranged, and the
performer seats himself.

Summer, 1961. G. Brecht

George Brecht, Incidental Music, 1961

<https://www.youtube.com/watch?v=0n9818oCbJo>



More on Fluxus

- <http://www.tate.org.uk/learn/online-resources/glossary/f/fluxus>
- <https://en.wikipedia.org/wiki/Fluxus>



Analyzing a System





Game Hacking Exercise



Case Study: Tic Tac Toe



Intervention Strategies

- Add/remove a rule
- Invert a goal
- Add/subtract players
- Make winning impossible
- Make the goal poetic



Lab: Hack Tic Tac Toe

- In pairs, collaborate to create new rules that “fix” the game.
 - Keep in mind our discussion of “game.”
 - Feel free to twist, invert, subvert, obfuscate, make complex (or impossible) the rules however you see fit.
- Write up your rules on a sheet of paper. Diagrams, flow charts, etc. are all fair game.