

Let's [Mis]Play (Due 1/18)

Create a subversive "let's play." Pick a game you are familiar with and record yourself misplaying it. Try to play the game in a way that rebels against what the game's designers intended you to do.

Any type of game is allowed: console, mobile, computer, browser, board, word, physical, card, etc.

Possible directions:

- Disregard the game's intended goal and search for some other aesthetic goal. E.g. dip checkers pieces in paint before playing, compose music using the sound effects in the game.
- Explore the edges and boundaries of the game world. Where are the invisible walls and glitches?
- Play with additional, external constraints that you impose. E.g. try playing a violent game as a pacifist, create your own subversive game within the rules of the existing game, etc.

Whichever direction you go in, the more rebellious and subversive, the better.

Inspiration

Do your best to uncover a new type of misplaying. You can use these examples as starting points for brainstorming:

- Exploiting glitches: [Skate 3 Compilation](#), Kurt Mac's [three year trek](#) to Minecraft's [farlands](#), [Breaking Madden](#), [Prepared Playstation](#), [Mary Flanagan's Borders](#), Glitch Speedruns ([Portal](#), [Zelda](#), etc.)
- Become a pacifist: [Overwatch jump rope](#), [Pacifist runs](#), [Lonely Souls](#)
- Intervene in multiplayer: [Dead in Iraq](#), [The Council on Gender Sensitivity and Behavioral Awareness in World of Warcraft](#), [Velvet Strike](#)
- Aesthetic goals: [Monument Valley played as an instrument](#), [An immature Counter Strike bot that draws naughty bits](#)
- Explore the world in a new way: [My Trip to Liberty City](#), [A Man Digging](#)
- Fluxus game modifications: [Play It by Trust](#), [Spice Chess](#), [Fluxus Ping Pong](#)

Instructions

1. Create a statement for your misplay in word/pdf format.
 - Include your name and the name of the game you are misplaying.
 - Write up 1 - 2 paragraphs describing the original game's rules/goals and what you see as the game designer's original intent for the player.
 - Write up 2 - 3 paragraphs motivating your misplay. How were you trying to subvert the original game? What challenges did you hit? How did the experience of the game change?
2. Document your misplay through video and/or screenshots. Video is preferable, but use whichever format best communicates the misplaying.
3. Send your misplay statement and any video/screenshots in a direct message to me on Slack.
4. Share your experiences in class on Wednesday (1/18).

Submitting the Assignment

Before the start of class on 1/18, [direct message](#) me your statement and video/screenshots. (I'm [@mikehadley](#).) To [upload](#) a file to Slack, simply drag and drop it from your computer into the direct message window.

Recording Tips

Screen recording software for various platforms:

- **Mac:** built-in screen recording through Quicktime 10. Check out the record sections of this [page](#). This has a built-in trim function.
- **Windows 10:** has built-in screen recording. Check out [this article](#). This has a built-in trim function.
- **Windows 7/8:** you could use the free version of either [CamStudio](#) or [Bandicam](#).
- **Android:** try [AZ Screen Recorder](#) or use the screen record feature within the [Google Play Games app](#).
- **iPhone:** If you are playing a mobile game on your iPhone and you have a mac, see the record sections of this [page](#).

If all else fails, point your camera/phone at whatever you are playing and hit record.