Advanced Game Studies, Semester B Workshop

Week 1

In the lecture session we talked about "important" games and the cultural value of games. (The slides are on Blackboard)

The New York Museum of Modern Art recently selected 14 computer games to include in their permanent collection.

There is more information here:
http://www.moma.org/explore/inside_out/2012/11/29/video-games-14-in-the-collection-for-starters

The initial list of games is below. In the lecture session we discussed how unusual some of the choices seemed. The only cross-over between our own list and the MoMA list was Portal.

- Pac-Man (1980)
- Tetris (1984)
- Another World (1991)
- Myst (1993)
- SimCity 2000 (1994)
- vib-ribbon (1999)
- The Sims (2000)
- Katamari Damacy (2004)
- EVE Online (2003)
- Dwarf Fortress (2006) http://www.bay12games.com/dwarves/
- Portal (2007)
- flOw (2006) http://interactive.usc.edu/projects/cloud/flowing/
- Passage (2008) http://hcsoftware.sourceforge.net/passage/
- Canabalt (2009) http://www.adamatomic.com/canabalt/

In this workshop, in pairs or small groups, explore the list above. Some are freely available (I have put links to these above). The others will have walkthroughs, "Let's Play" videos, information sites etc.

Identify the cultural value of each of the games. Which are important? Are any not fun? Are there any you **wouldn't** preserve? Or games that have been overlooked?