

# TO GAME or NOT TO GAME

That is the question

# The Concept

The idea for my minimagazine consists of articles and discussions about Video Games, their genres, the reason people play them, the difference of gender opinions on them, and how the future of gaming will change the way people play.

## The Creative Brief

### Design:

The design of the Minimagazine will be something along the lines of a digital gaming theme. Something that includes a cyber space look, with a grid, with some video game concepts around it. This brings out the technological aspects of it.

The grid will be a 3-4 column based structure for each page. Making it placing information simple, and as for images they will be in a banner at the top of each page and a few (maybe) at the bottom to keep a consistency of placement.

The pages will be divided in an order from general information, to audience opinions, mental effects, player experience, and any outside articles. (please note: the order might change depending on content.)

### Information:

The information archive for this website will contain links from other articles and website discussing a similar topic, other information will be gathered by person in one on one or one on group interviews.

Links will be placed to navigate viewers from page to page instead of a following order.

Information from gaming companies and other industries, such as SONY, Microsoft, Treyarch, CC2, and etc.

# Site Map

Home Page

<http://richardmcuddihy.github.io/>

# Featured Articles

## Article 1: "Genre and game studies: Toward a critical approach to video game genres"

Thomas H. Apperley  
University of Melbourne

This article examines the notion of genre in video games. The main argument is that the market-based categories of genre that have been developed in the context of video games obscure the new medium's crucial defining feature, by dividing them into categories (loosely) organized by their similarities to prior forms of mediation. The article explores the inherent tension between the conception of video games as a unified new media form, and the current fragmented genre-based approach that explicitly or implicitly concatenates video games with prior media forms. This tension reflects the current debate, within the fledgling discipline of GameStudies, between those who advocate narrative as the primary tool for understanding videogames, "narratologists," and those that oppose this notion, "ludologists."

[http://www.academia.edu/385966/Genre\\_and\\_Game\\_Studies\\_Toward\\_a\\_Critical\\_Approach\\_to\\_Video\\_Game\\_Genres](http://www.academia.edu/385966/Genre_and_Game_Studies_Toward_a_Critical_Approach_to_Video_Game_Genres)

## Article 2: "PAX East 2014: The future looks bright for the next generation of MMOs"

How does the future look for the MMO industry as a whole? The panel, titled Next Generation MMO Games: What's Next for Multiplayer Trends?, featured Ian Fisher (Director of Design, Robot Entertainment), Stephen Frost (Game Design Producer, Carbine), Dave Georgeson (Director of Development, SOE), Kjartan Pierre Emilsson (Principal Game Designer, CCP), and Stephen Johnston (President, Guild Launch) in a roundtable discussion about where MMOs have been and where they're headed.

<http://www.engadget.com/2014/04/20/pax-east-2014-the-future-looks-bright-for-the-next-generation-o/>



# Reviews

Two known information networks who dedicate most of their time to the review of video games are the IGN and Machinima studios. Both of these industries do similar work for reviewing video games, they rate the games they play by stars from 5/5 or 10/10. These stars represent the overall grade of the opinion of the game, such as the artwork, the story, the controls, all down to commands and actions that you do in game. While they still do ratings and reviews on video games they also contribute to the latest trend of movies, and other interesting works. Another famous website known as Gamespot help bring the latest reviews, news and trends to the gaming community.



# Current News Event

## “Motion-controlled video games may improve real world skills”

February 2016

Motion-controlled video games, such as those played on the Wii, may help boost skills when players compete in the real world, according to a team of researchers.

Participants in a study who played 18 rounds of a video golf game that used a motion controller to simulate putting did significantly better at real-world putting than a group that played a video-game with a push-button controller and better than participants who had no video game training, said Edward Downs, former doctoral student in mass communications, Penn State, and currently associate professor of communication, University of Minnesota-Duluth. Motion controllers require players to use their own bodies to control the movements of the video game's avatar.

<https://www.sciencedaily.com/releases/2016/02/160218144919.htm>



## To Game or Not To Game

### Video game genres

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### Adjectives

Cyber Space Games Technology

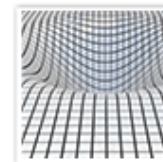
### Possible Colors

<http://www.styletil.es>

Previous Page 1, 2, 3,.....



### Textures



...3,2,1 Next Page



# Wireframe





# Credits

- IGN
- Gamespot
- Machinima
- Science Daily
- Video game Audiences
- Styletile
- All video games
- All video game developers
- ETC.