

Critically Reading Video Games

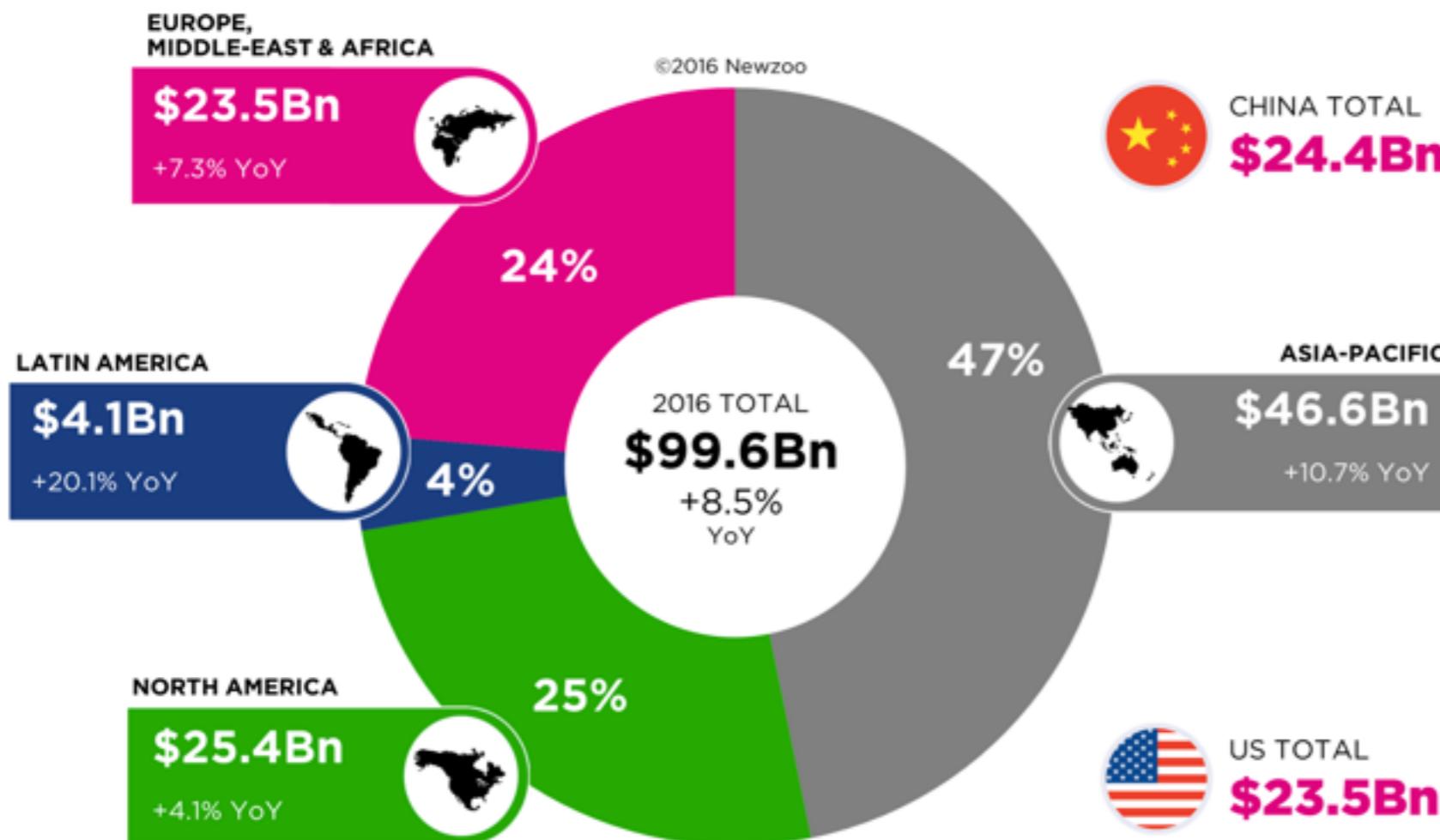
Philosophy 366-F16

John Simpson



2016 GLOBAL GAMES MARKET

PER REGION WITH YEAR-ON-YEAR GROWTH RATES



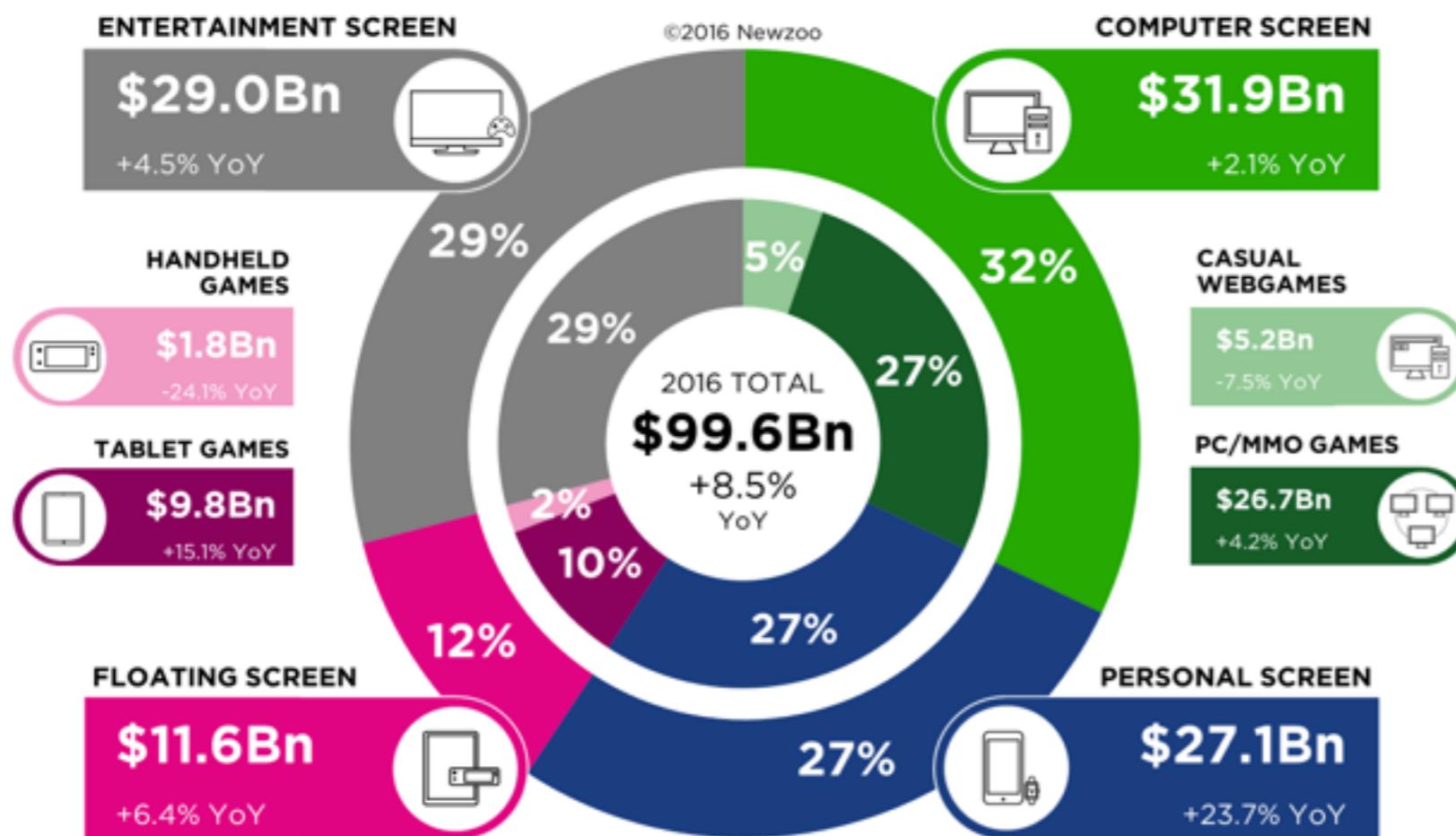
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In 2016
58%
of growth of the
global games market
comes from the Asia-
Pacific region

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2016 GLOBAL GAMES MARKET

PER SCREEN & SEGMENT WITH YEAR-ON-YEAR GROWTH RATES



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In 2016, mobile games will generate

\$36.9Bn
 or **37%** of the global market.



Games, functioning as an ordering logic—a machine, or a technology—for creating social relations, work to distill or abstract the everyday actions of the players into easy-to-understand instruments where context is defamiliarized just enough to allow Huizinga's magic circle of play to manifest. From this one example, it is possible to see how **games in and of themselves function as social technologies.**

If games themselves act as types of technologies, then **technological games are twofold in their capacity for meaning making.**

When you say everything happens
for a reason, don't be
surprised when I slap you
in the face. It
happened for
reason.

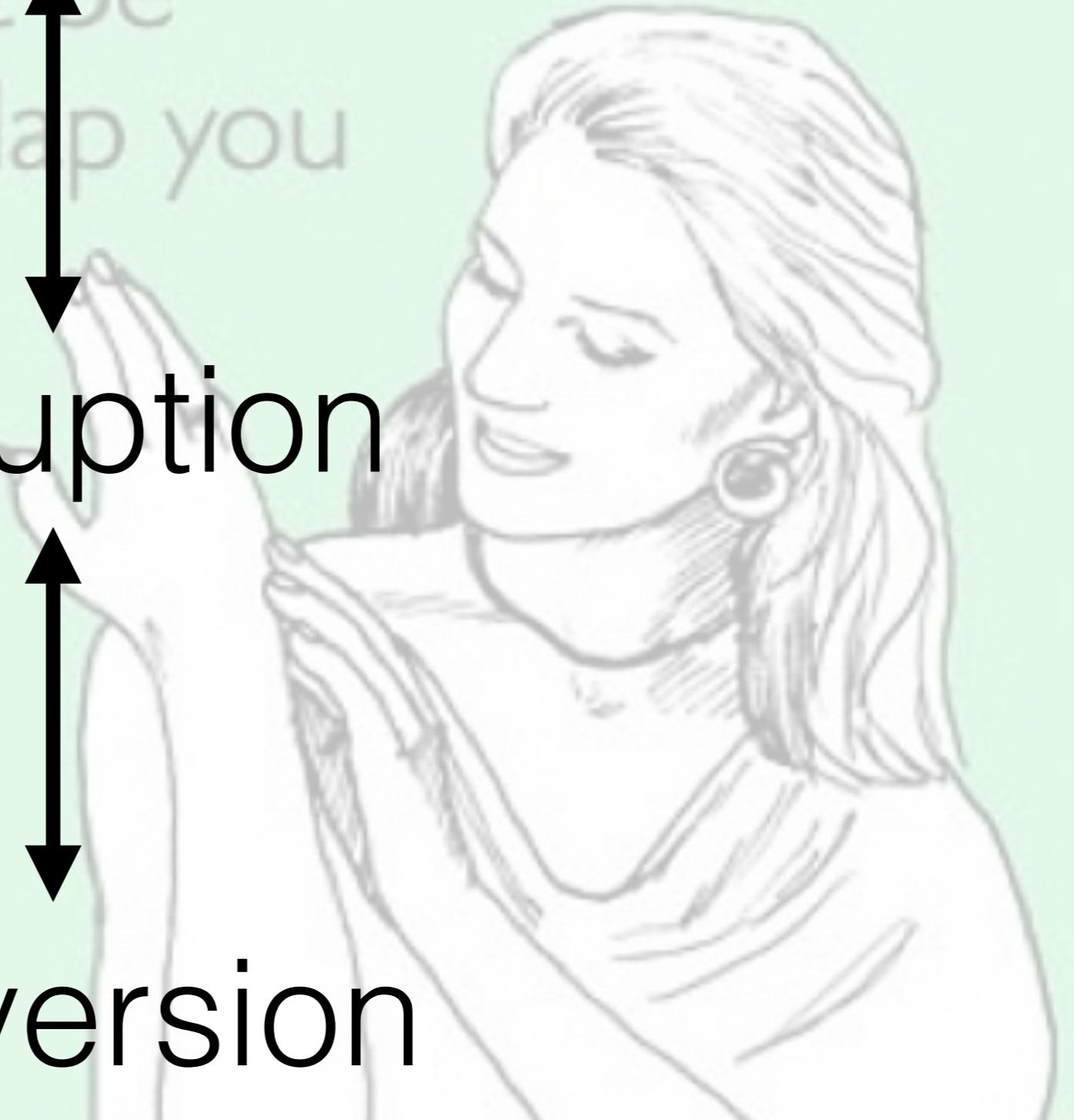
Intervention



Disruption



Subversion



Procedural rhetoric is the practice of using processes persuasively... a general name for the practice of authoring arguments through processes. Procedural rhetoric is a subdomain of procedural authorship; its arguments are made... through the authorship of rules of behaviour...

Bogost p. 28-29

rhet·o·ric

/'redərik/

noun

the art of effective or persuasive speaking or writing, especially the use of figures of speech and other compositional techniques.

synonyms: oratory, eloquence, command of language, way with words

"a form of rhetoric"

- language designed to have a persuasive or impressive effect on its audience, but often regarded as lacking in sincerity or meaningful content.

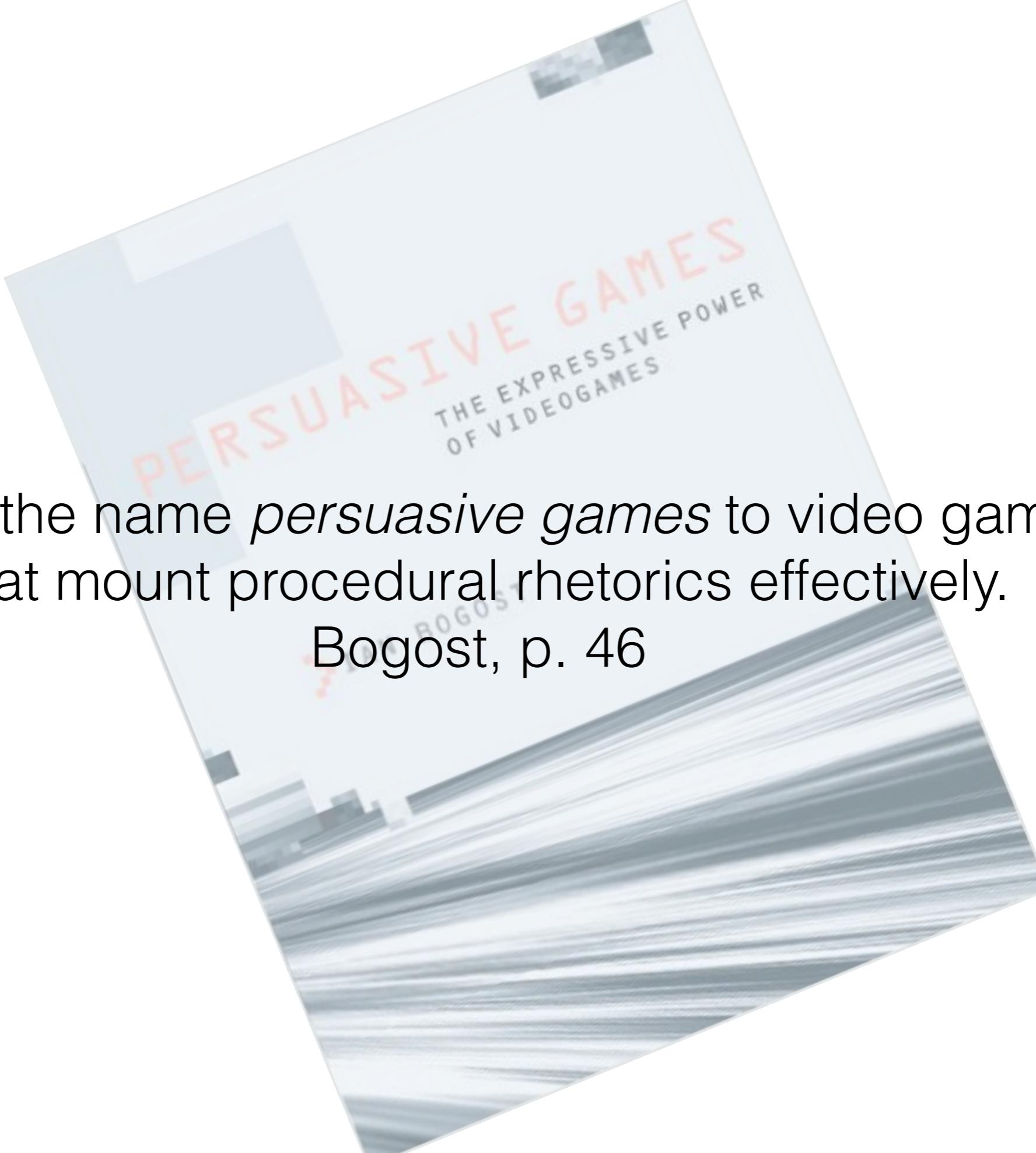
"all we have from the opposition is empty rhetoric"

synonyms: bombast, turgidity, grandiloquence, magniloquence, pomposity, extravagant language, purple prose; More

What is distinct about them?

Translations, word origin, and more definitions

Feedback

A photograph of a book titled "PERSUASIVE GAMES" by Bogost, tilted diagonally. The title is in large red letters, and the subtitle "THE EXPRESSIVE POWER OF VIDEOGAMES" is in smaller grey letters below it. The background of the book cover features a grayscale image of a city skyline at night.

I give the name *persuasive games* to video games
that mount procedural rhetorics effectively.

Bogost, p. 46



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MARIO
005400

0 x 22

WORLD
1-1

TIME
367

