Overview

What makes a Game a Game?
- Games
- Rules
- Play

Introduction

Club Marian
• Maid Marian

Introduction

Introduction

Introduction

Introduction
Introduction

Class Activity

Group Activity

Introduction

- Name Examples of Games

- Is it a Game? (15 min., Groups of 2–3)
  Review sites provided on the Course Documents page:
  Decide for each site whether it is game.
  Discuss why you made this decision.
  If it is not a game, what could be changed to make it one?

Introduction

- Games

- Relation to Play
  Games are part of Play

- Play is part of Games

Introduction

- Games

  Definition (Parlett, game historian)
  Twofold structure based on ends and means
  Ends: Contest to achieve an objective
  Means: Rules and materials used to achieve objective
Introduction

Games

Definition (Abt, serious games)

Activity among decision makers to achieve objectives in limited context
Activity: Game as active process
Decision maker: game requires participants to make decisions
Objectives: Goal of activity
Limiting context: Rules that limit, structure activities

Definition (Huizinga, anthropologist)

Outside ordinary life
Not serious
Utterly absorbing
Not connected to material interest or profit
Own boundaries of time and space
Rules
Create social groups that separate themselves from the outside world

Definition (Caillois, sociologist)

Free
Separate
Uncertain
Unproductive
Governed by rules
Make-believe

Definition (Crawford, game designer)

Representation: closed formal system representing subset of reality
Interaction: cause and effect of how reality changes
Conflict: obstacles to achieving goal
Safety: conflict and danger without their physical realizations

Definition (Costikyan, game designer)

Art/culture
Decision-making players
Resource management
Game tokens: means by which players enact their decisions
Goal

Definition (Sutton-Smith, Avedon)

Exercise of control systems
Voluntary
Contest between powers
Confined by rules
Disequilibrium: goal state different from start state
Introduction

Games

Definition (Salen & Zimmerman)
- System
- Players
- Artificial
- Conflict
- Rules
- Quantifiable outcome

Class Activity

Games

Our Definition
- ??
- ??
- ??
- ??

Group Activity

Design a Game! (15 min., Groups of 2–3)
Design a game for people stuck in a hurricane shelter to help pass the time.
Consider the environment
Consider the available resources
Consider the type of players

Introduction

Rules

Rules (formal schemes)
- Definition
- Rules turn play into a game (Prensky)
- Absolutely binding (Huizinga)
- Impose limits (Prensky)

Introduction

Rules

Qualities of Rules
- Limit Player actions
- Explicit, unambiguous
- Shared by all players
- Fixed
- Binding
- Repeatable
Introduction

**Rules**
- Types of Rules
  - Operational Rules: rules of play
  - Constitutive Rules: formal logical/mathematical rules
  - Implicit Rules: etiquette, sportsmanship, proper game behavior

Group Activity

**Define the Rules of a Game! (5 min., Groups of 2-3)**
Revise the description of the rules of Tic Tac Toe (ROP, p. 128) as instructions to players to be “elegant”—as simple as possible, yet precise.

Introduction

**Play**
- Definition (Huizinga): Play is:
  - irrational
  - a cultural factor in life
  - the direct opposite of seriousness
  - free—a voluntary activity, superfluous
  - not ordinary or ’real’ life

Introduction

**The Magic Circle** (Huizinga, Salen/Zimmerman)
- Special place and time created by a game
- Separated from the real world
- Finite space with infinite possibilities
- Lusory Attitude—arbitrary authority to guide and direct play
Out of Class Activity

- **Play a game!**
  - Play both the PC version and the physical card game
  - Write one paragraph reflecting on your experiences in both versions

- **Play an educational game!**
  - Play an educational game of your choice
  - Write one paragraph reflecting on your experience

- **Make a game!**
  - Post a one-sentence description of your game to the web site before the next class meeting