Introduction

Overview

What makes a Game a Game?
- Games
- Rules
- Play
**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 a game.
  - Discuss why you made this decision.
  - If it is not a game, what could be changed to make it one?

**Games**

- **Relation to Play**
  - Games are part of Play
- **Play is part of Games**

**Definition (Parlett, game historian)**
- Two-fold 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

- **Games**
  - 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

- **Games**
  - Definition (Caillois, sociologist)
    - Free
    - Separate
    - Uncertain
    - Unproductive
    - Governed by Rules
    - Make-believe

- **Games**
  - 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

- **Games**
  - Definition (Costikyan, game designer)
    - Art/culture
    - Decision-making players
    - Resource management
    - Game tokens: means by which players enact their decisions
    - Goal

- **Games**
  - Definition (Sutton-Smith, Avedon)
    - Exercise of control systems
    - Voluntary
    - Contest between powers
    - Confined by rules
    - Disequilibrium outcome–goal state different from start state
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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

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

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

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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

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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