

The painting 'The Card Players' by Paul Cézanne depicts two men seated at a table, engaged in a card game. The man on the left, wearing a brown top hat and a dark jacket, is shown in profile, holding a fan of cards and smoking a pipe. The man on the right, wearing a light-colored jacket and a hat, is looking down at his cards. The background is dark and textured, with a red vertical element on the right. The overall style is Post-Impressionist, characterized by visible brushstrokes and a focus on form and color.

game elements

The Card Players, Paul Cézanne, 1894-1895

assignment #1

- get familiar with Unity and how to create a basic game
- cs students: develop simple game using Unity
 - can use built-in example as starting point
 - game should be unique
 - demonstrate your strength and skills
- art & design students: game artworks
 - incorporated into a Unity project
- music students: sound effects and music
 - incorporate into a Unity project
- assignment helps form groups and define roles

assignment #1 (deliverables)

- create 2 min video of work and upload to YouTube
- submit link for YouTube video to Moodle by January 30
- in class viewing of videos
 - Jan 31, Feb 2, and Feb 7
- if you have a constraint on presentation days, please contact me

outline

- what is a game?
- what are the elements of game useful for design?

design

design is the process by which a **designer** creates a **context** to be encountered by a **participant** from which **meaning** emerges.

-salen & zimmerman, *rules of play*

meaning

- locate value of design in a way that helps us make sense of it
- how players make sense of game elements

what is a game?



play or players?



play vs game

- same root words in other languages:
 - french: “jouer á un jeu”
 - german: “ein Spiel zu spielen”
 - latin: “ludere per ludum”
- different roots in english

play

It [play] is a significant function—that is to say, there is some sense of it. In play there is something “at play” which transcends the immediate needs of life and imparts meaning to the action. **All play means something.**

- Johann Huizinga, *Homo Ludens*

meaningful play

- emerges in a game from the relationship between player action and outcome
- when relationships are both **discernable** and **integrated** in the context of the game
- **creating meaningful play is the goal of successful game design**

games subset of play



play a component of games



board games: snakes & ladders

- players take turns
 - roll die (randomness)
 - move that many squares
- ladders take you up
- snakes take you down
- first to last square wins!



tabletop role-playing games



video games

- interactive digital media
- visual, auditory, tactile
- input device
- single- or multi-player
- modifications
- genres



action

Bloodborne, FromSoftware, 2015



adventure

Grim Fandango, LucasArts, 1998



role playing

Disco Elysium, ZA/UM, 2019



simulation

Forza Horizon 4, Playground Games, 2018



strategy

XCOM 2, Firaxis Games, 2016



sports

NBA Jam, Midway / Iguana Entertainment, 1993



e-sports

VALORANT, Riot Games, 2020

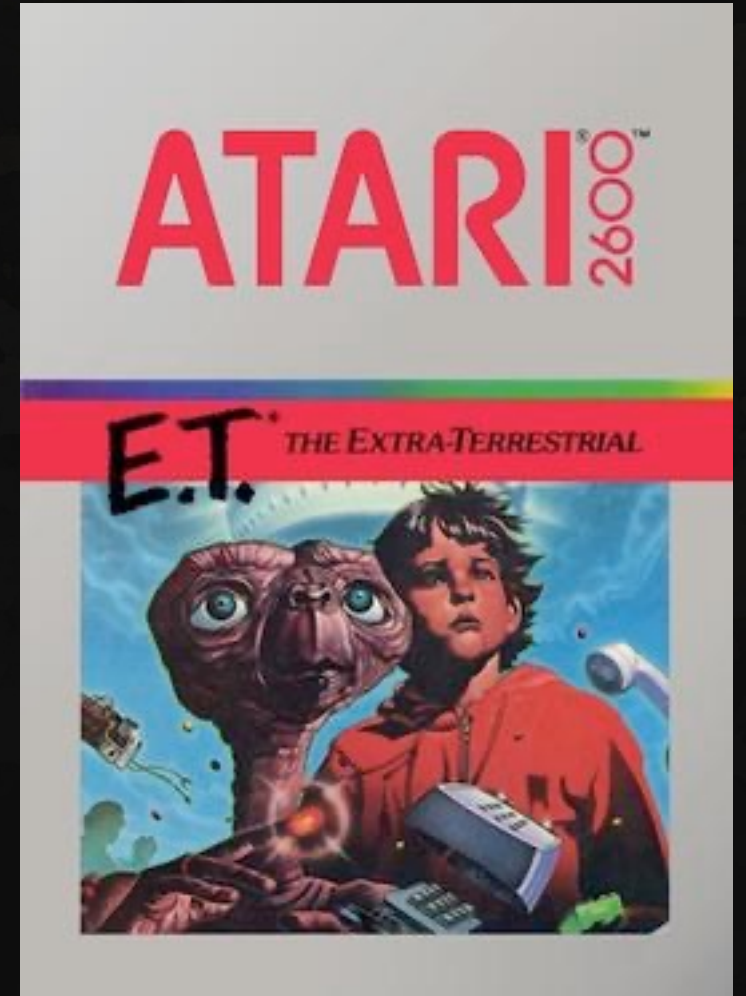


what about fun?

- do games need to be fun?
- what is “fun”? (Marc LeBlanc)
 - sensation
 - fantasy
 - narrative
 - challenge
 - fellowship
 - discovery
 - expression
 - submission
- what makes a game fun?

“worst” video game in history

- adventure game
- released in 1982
- published by Atari, inc.
- platform: Atari 2600
- based on film
- biggest commercial failure
- https://www.youtube.com/watch?v=GXs_pI4Tcmk



game elements and design

game definitions

- Elliot Avedon & Brian Sutton-Smith, *The Study of Games*
 - games are exercise of voluntary control **systems**, in which there is a **contest** between **powers**, confined by **rules** in order to produce a disequilibrium **outcome**.

game definitions

- Ernest Adams: *Fundamentals of Game Design*
 - a game is a **form** of **interactive** entertainment where **players** must overcome **challenges**, by taking actions that are governed by **rules**, in order to meet a **victory condition**.

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- Katie Salen & Eric Zimmerman: *Rules of Play*
 - a game is a **system** in which **players** engage in **artificial conflict**, defined by **rules**, that results in a **quantifiable outcome**.

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key elements that define games

- players (agency, motivation)
- boundaries (artificial, voluntary)
- conflict / challenges
- rules
- outcome (victory conditions)

players

- interact with system of game to experience play
- who or what is the player in the world?
- how many players are there at a time?
- what is the experience for the player?

hopscotch: players

- single- or multi-player
- each player has a unique marker



Impostor



Billy

Among Us, Innersloth, 2018

boundaries

- “magic circle” (Huizinga, *Homo Ludens*)
- players engage / disengage with games

hopscotch: boundaries

- numbered game squares are chalked on the ground
- game begins by tossing marker from starting line
- players take turns





El Meatball's bakery
3.322 trillion cookies
per second : 2.604 billion

+1.094 trillion cookies!
+625.031 billion cookies!

v. 2.031

Options News : mysterious illegal cookies seized; "tastes terrible", says police. Info Legacy

St

+4

Mute lvl 10

View Garden

Mute lvl 1

+468.773 billion cookies!
+31+937.547 billion cookies!

+468.773 billion cookies!

Mute lvl 4

Mute View Stock Market lvl 5

Store

Buy	1	10	100
Cursor	29.031 billion	155	
Grandma	900.421 billion	164	
Farm	2.259 billion	104	
Mine	16.206 billion	101	
Factory	132.748 billion	99	
Bank	2.143 quadrillion	146	
Temple	1.435 trillion	80	
Wizard tower	13.538 trillion	76	
Shipment	1.111 quadrillion	81	
Alchemy	1.111 quadrillion	81	
Postal	1.111 quadrillion	81	

Cookie Clicker, Julien Thiennot, 2013

conflict / challenges

- contest of powers
- cooperation $\leftrightarrow$ competition
- what obstacles must the players overcome?
- is there more than one way to overcome them?
- central to games

hopscotch: conflict

- hop through squares and back





Don't Starve, Klei Entertainment, 2013

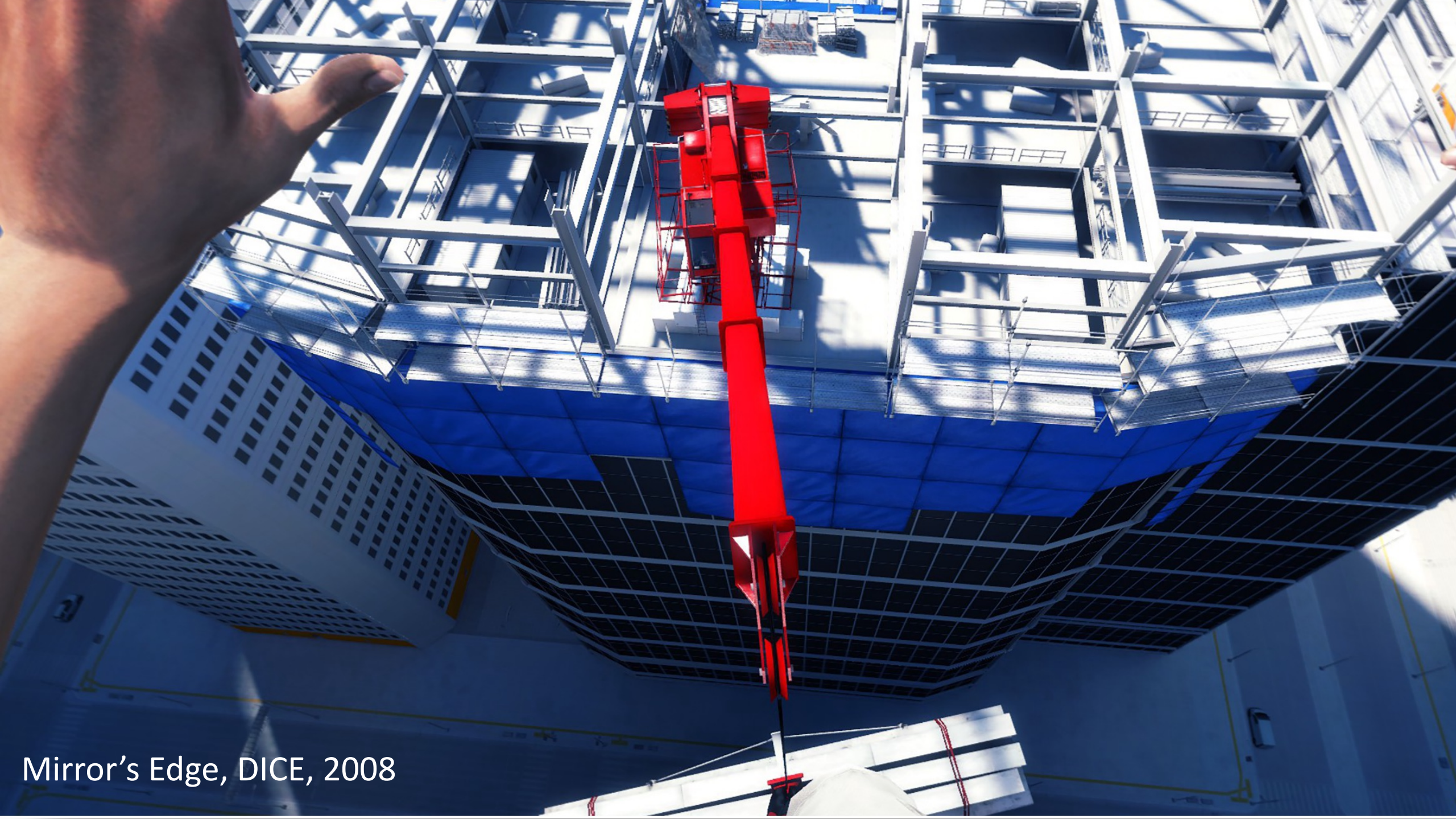
rules

- provide structure out of which play emerges
- specify what can or can't the player do
- constrain how players affect the game
- design: how does the player learn the rules?

hopscotch: rules

- toss marker from starting line
- marker must be thrown in sequential numerical order
- player skips over square with markers
- player hops on one foot, except side-by-side squares





Mirror's Edge, DICE, 2008

outcome

- game has a goal or outcome that is not necessarily the same for all players
- an outcome usually distinguishes a game from less formal play activities

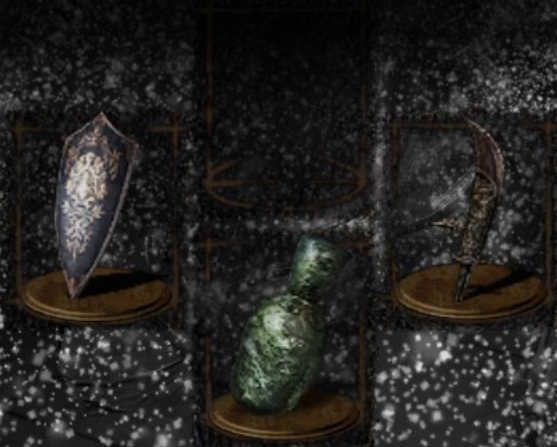
hopscotch: outcomes

- turn ends:
 - marker fails to land in square
 - hopper steps on a line
 - hopper loses balance
- winning outcomes:
 - first player to complete one course of every numbered square





YOU DIED



Dragon Slayer Ornstein

Executioner Smough

Estus.Flask+1

3000

Dark Souls, FromSoftware, 2011

summary

- games involve play
- design for meaningful play
 - what is the value?
 - how do players make sense of the game?
- meaning / value is more than just “fun”
 - sensation, fantasy, narrative, challenge, fellowship, discovery, expression, and submission
- game elements
 - players, boundaries, conflict, rules, and outcomes