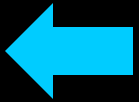
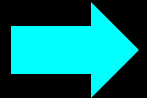


LOOKING BACK, LOOKING FORWARD



Games as a Vital Organ of Cogn./Cult. Evolution
The Whitmanian Perspective



Rethinking "Games"
Anthropy on History of Videogames

RECALL: THE WORKING PREMISE

Digital games and game culture constitute a vital organ of cognitive and cultural evolution in networked societies

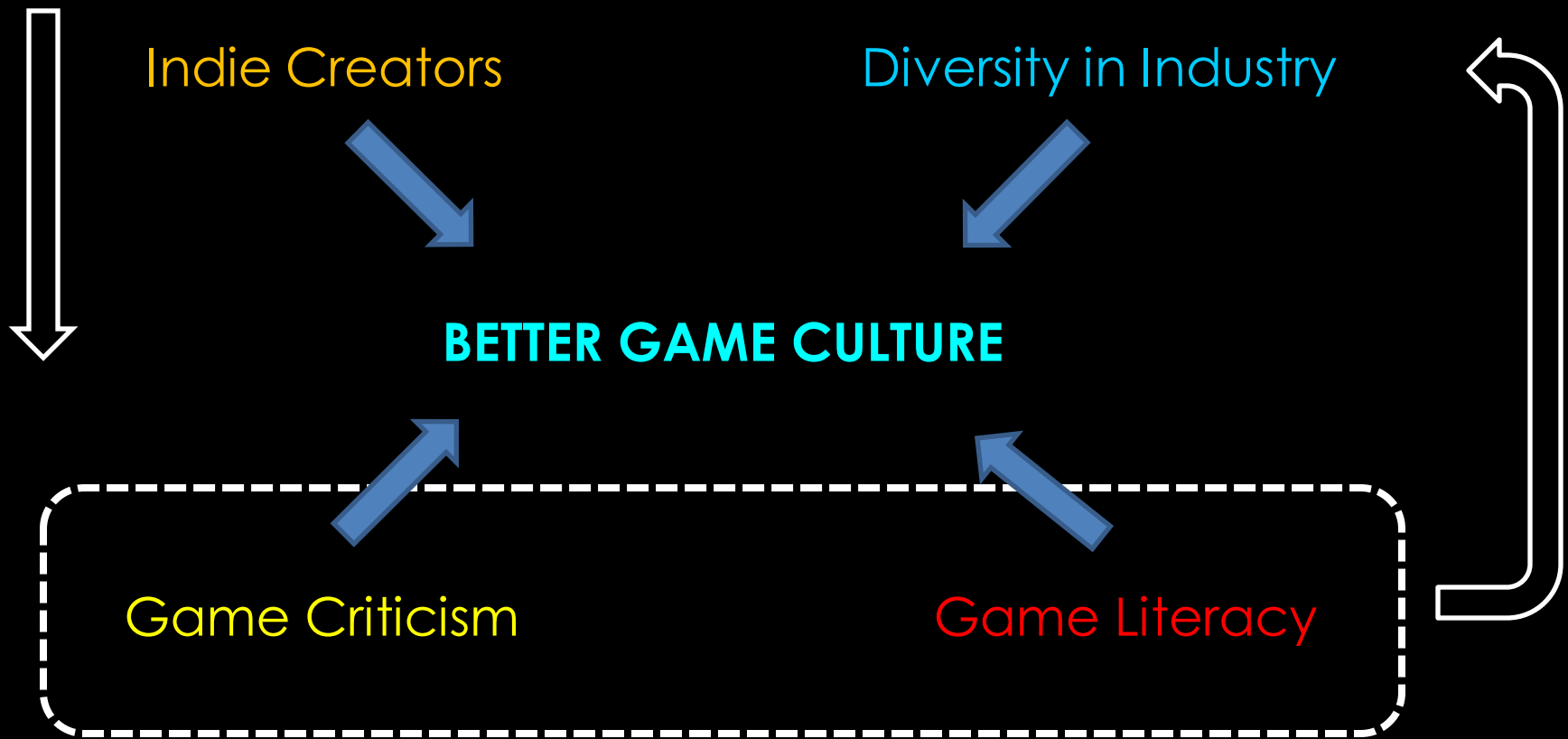
LAST TIME

1. Taking Games Seriously
2. How Games Matter
3. Critical Gaming



PART OF A GREATER STRATEGY

If video games are a major organ of cognitive & cultural evolution in the 21stC, developing critical gamers is a crucial step



GAMES AND AESTHETIC EDUCATION

"Thinking about interfaces is thinking too small. Designing human-computer experience isn't about building a better desktop. It's about creating imaginary worlds that have *a special relationship to reality*--worlds in which we can extend, amplify, and enrich our own capacities to think, feel, and act."

- Brenda Laurel, *Computers as Theater*

SYLLABUS QUESTIONS

1. Course Engagement
2. Office Hour Visit
3. Game Share
4. Game Studies One -Sheet
5. Game Tetrad
6. Critical Gaming Symposium

COURSE WEBSITE

TOOLBOX: KEY TERMS & IDEAS, 1.1

1. Diegetic / Non-diegetic (Alexander Galloway)
2. Expressive elements

DIEGETIC

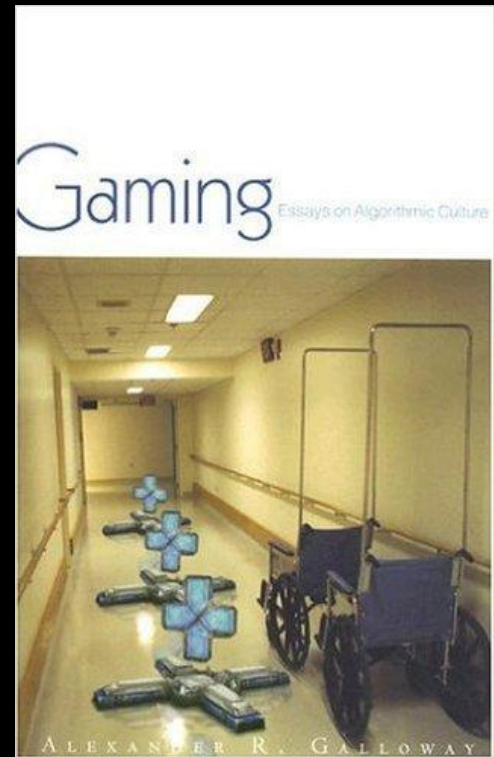
term for identifying elements pertaining to the fictional world of a game

[*diegetic space, diegetic information, etc.*]

NON-DIEGETIC

term for identifying elements pertaining to the game as a game or ludic system

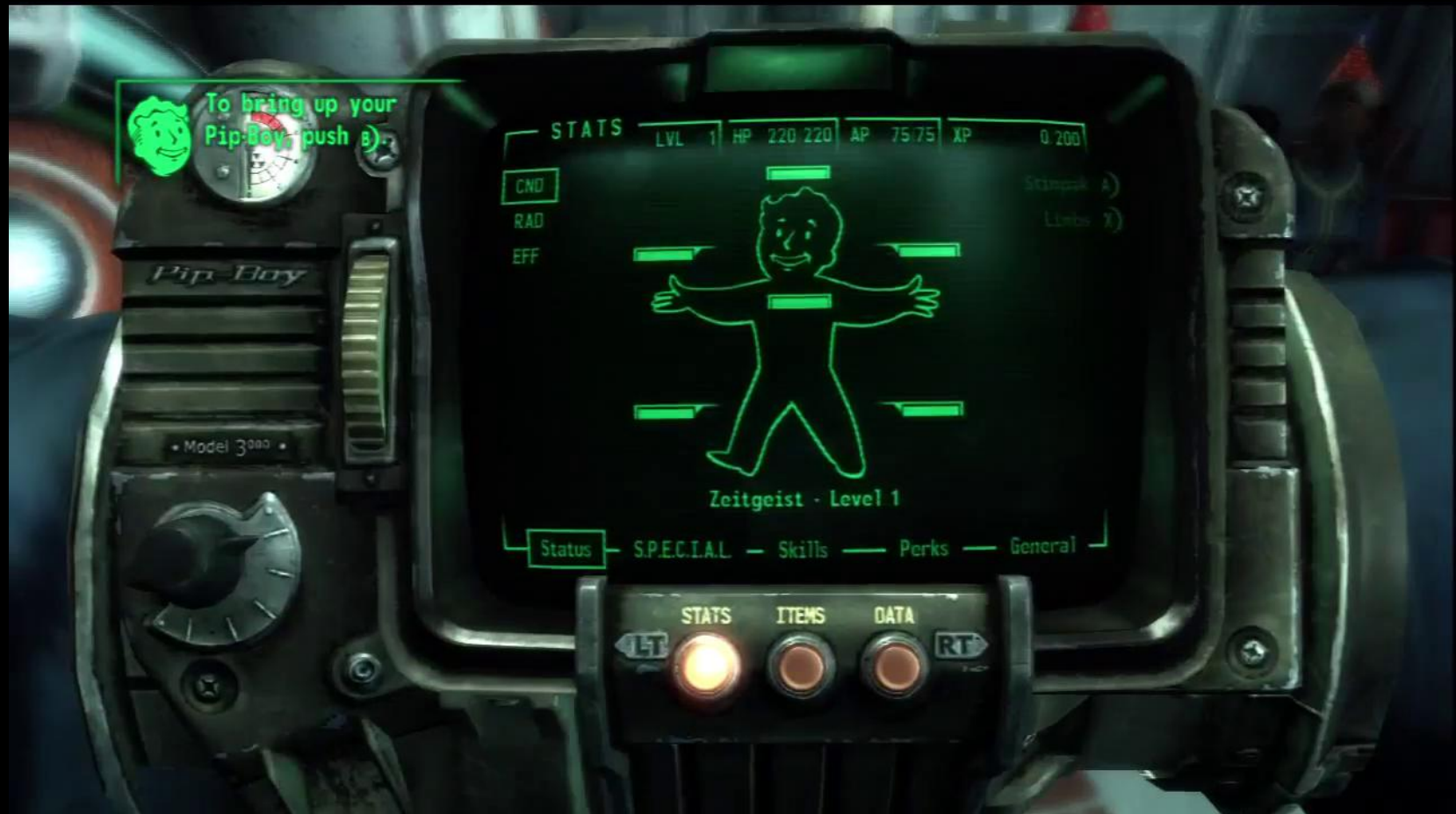
[*non-diegetic space, non-diegetic information, etc.*]



EXAMPLE 1: LEGEND OF ZELDA



EXAMPLE 2: FALLOUT 3



TOOLBOX: KEY TERMS & IDEAS, 1.2

1. Diegetic / Non-diegetic
2. Expressive elements

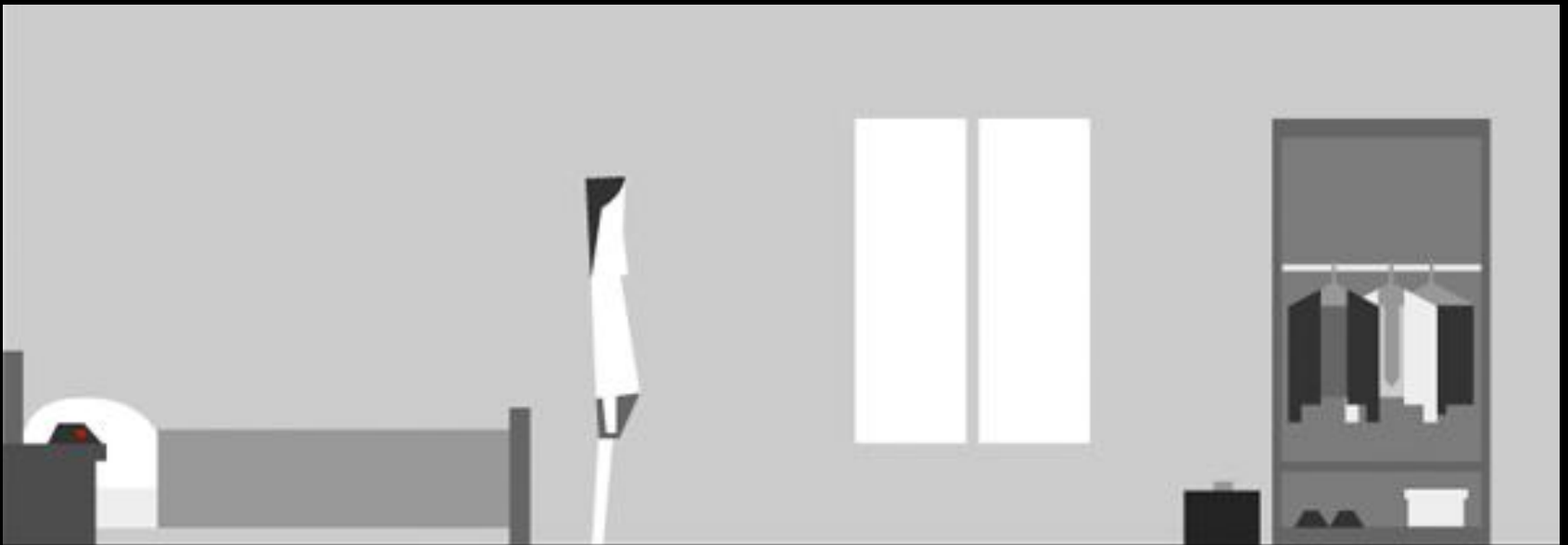
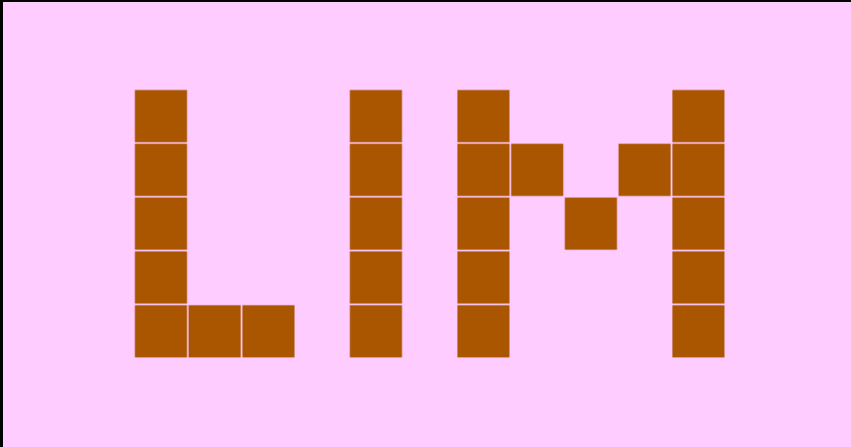
COMMON

story, cutscenes, dialogue, imagery, music, characters

OVERLOOKED

title screen, menus, physics, mechanics, information design, sounds, tempo, transmedial design, font choice, color, “game feel”, ...

THE UNEXAMINED GAME...



NEXT TIME

1. Install / Play: *Dear Esther*
2. Read: Anthropy, “The Problem with Videogames”
3. Read: Schenold, “(How) Do Video Games Matter”

Some notes on readings:

1. Resources for discussion
2. Disagreement is natural
3. Sympathetic reading
4. Readings \neq my view

