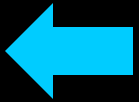
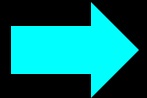


LOOKING BACK, LOOKING FORWARD



Diegetics, Expressive Elements
Pedercini's *Every Day the Same Dream*



Rethinking "Gameplay" w/ *Dear Esther*
Ergodics, Interactivity and Gamic Action

RETHINKING “GAMES”

wherein we relax our obsession with categories

CLASSIFICATION OF GAMES

Table I. Classification of Games

	AGÔN (Competition)	ALEA (Chance)	MIMICRY (Simulation)	ILINX (Vertigo)
<p>PAIDIA</p> <p>Tumult Agitation Immoderate laughter</p> <p>Kite-flying Solitaire Patience Crossword puzzles</p> <p>LUDUS</p>	<p>Racing Wrestling Etc. } not regulated</p> <p>Athletics</p> <p>Boxing, Billiards Fencing, Checkers Football, Chess</p> <p>Contests, Sports in general</p>	<p>Counting-out rhymes Heads or tails</p> <p>Betting Roulette</p> <p>Simple, complex, and continuing lotteries*</p>	<p>Children's initiations Games of illusion Tag, Arms Masks, Disguises</p> <p>Theater Spectacles in general</p>	<p>Children "whirling" Horseback riding Swinging Waltzing</p> <p>Volador Traveling carnivals Skiing Mountain climbing Tightrope walking</p>

Roger Caillois : *Man, Play and Games* (1961)

DEFINITION OF GAMES



JESPER JUUL
Half-Real (2005)

“Classic”
Game Model



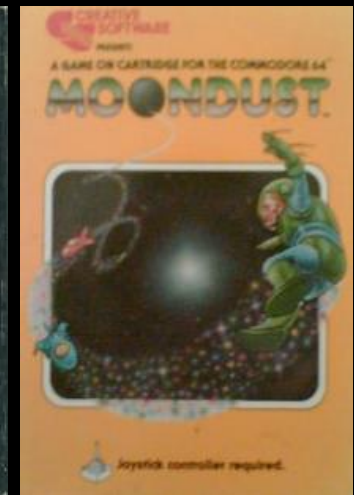
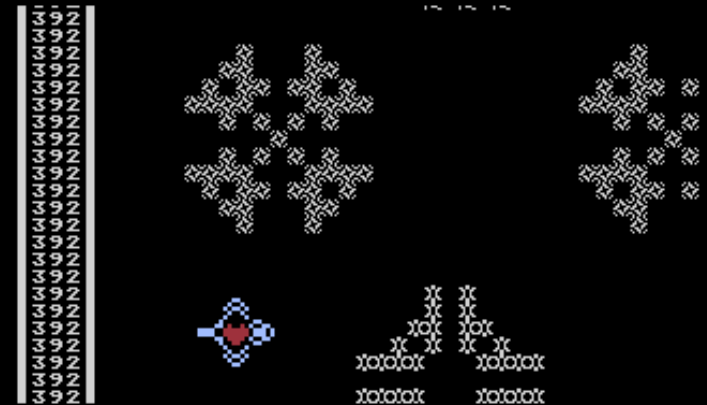
“THE ONLY LIMIT IS IMAGINATION” (No)



Let there be ORDER! Games *structure* player experience

POLITICS OF DESCRIPTION

Games
Videogames
Digital games
Playable media
Software toy
Playable simulation
Notgames / Non-games
Interactive art
Ergodic art
Artgames
Artware
Indie games
“Proceduralist art”



ANTHROPY: A PROBLEMATIC HEGEMONY

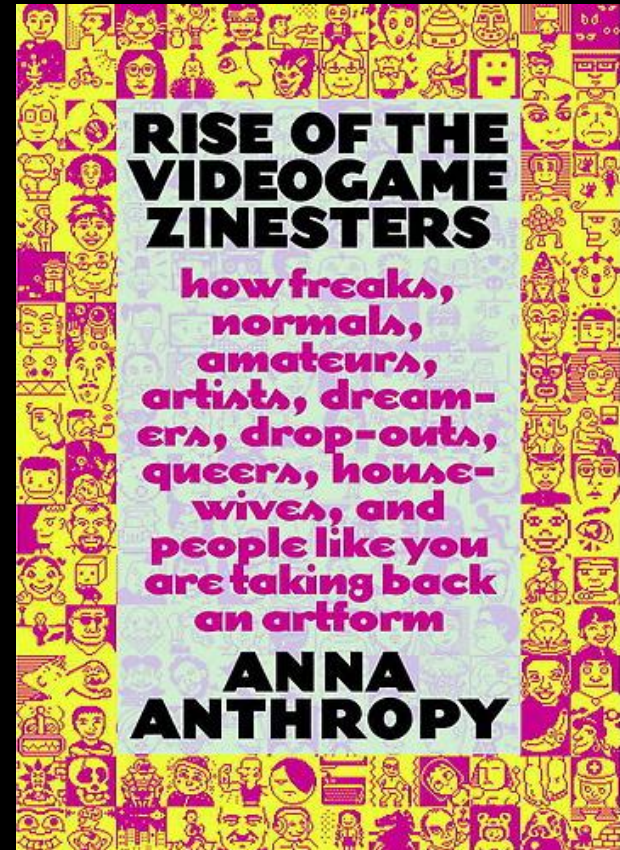
- Monoculture of game design
- Economic barriers
- Technical barriers
- NO REAL DIVERISTY

Now: a kind of Protestant Reformation / Gutenberg Revolution in games culture

Internet DIY Culture/Distrib.

+

Cheap Game Engines



NEXT TIME

1. Install & Play: *Dear Esther*
2. Read: Salen & Zimmerman, “Interactivity”

