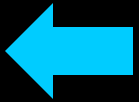
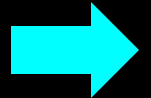


LOOKING BACK, LOOKING FORWARD



Limits of Conceptualism, Games as a “Medium”
Anthropy: The Problematic History of Videogames



Rethinking “Gameplay” w/ *Dear Esther*
Electron Dance on Exploration

ANTHROPY: A PROBLEMATIC HEGEMONY

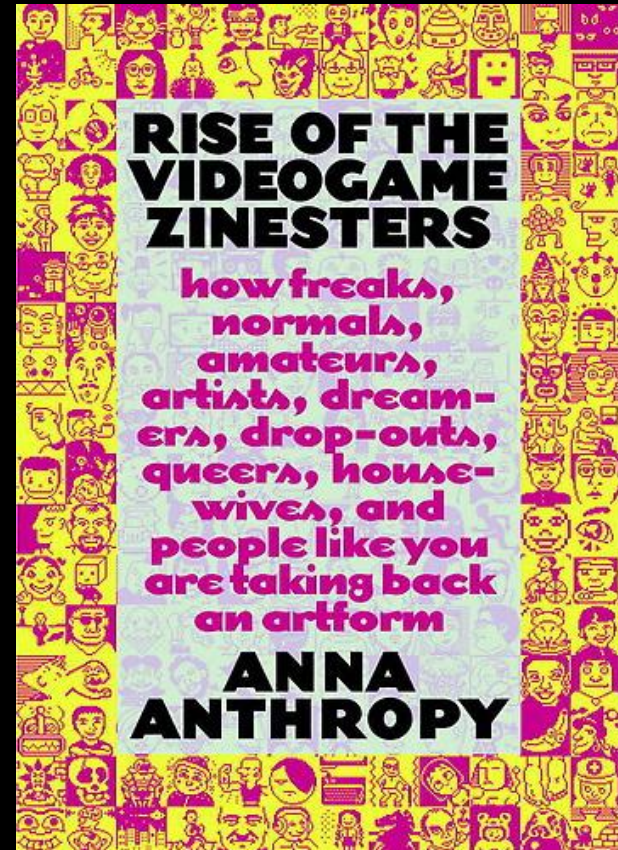
- Monoculture of game design
- Economic barriers
- Technical barriers
- Lack of diversity

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

Internet DIY Culture/Distrib.

+

Cheap Game Engines

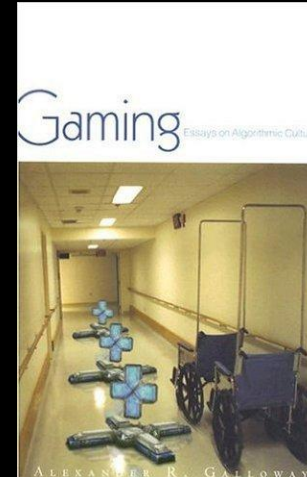
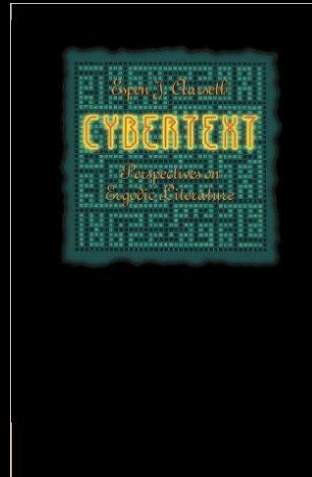
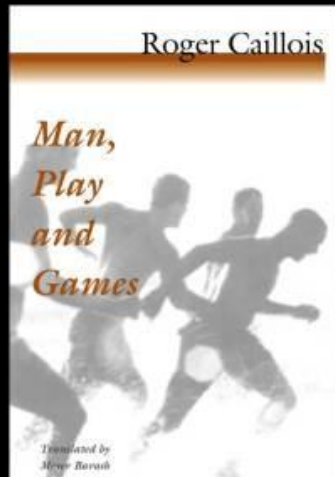


RETHINKING “GAMEPLAY,” 1

wherein we view gameplay as an experience

TOOLBOX: KEY TERMS & IDEAS, 2

1. RECAP: Paidia / Ludus (Roger Caillois)
2. Ergodics (Espen Aarseth)
3. “Gamic Action” (Alexander Galloway)



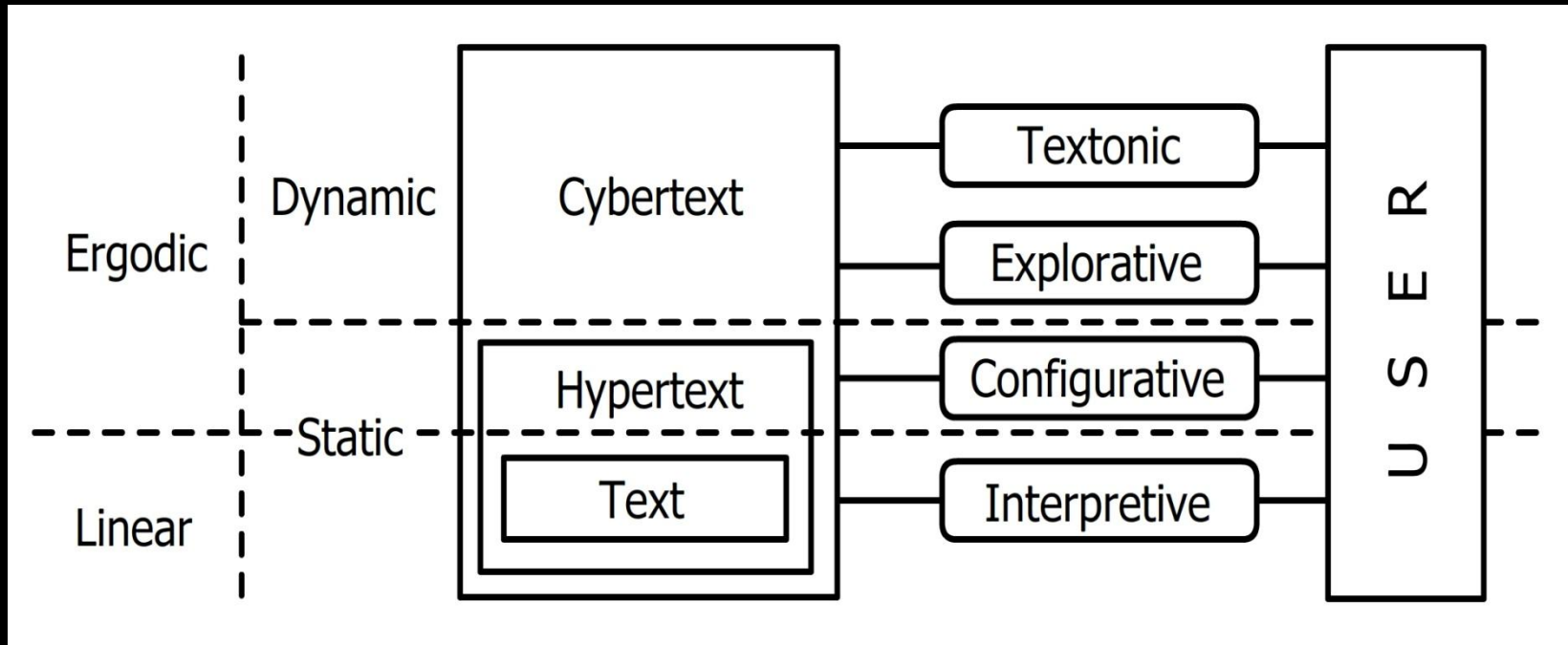
TOOLBOX: KEY TERMS & IDEAS, 2.2A

1. RECAP: Paidia / Ludus (Roger Caillois)
2. Ergodics (Espen Aarseth)
3. “Gamic Action” (Alexander Galloway)

ERGON + HODOS (WORK + PATH)

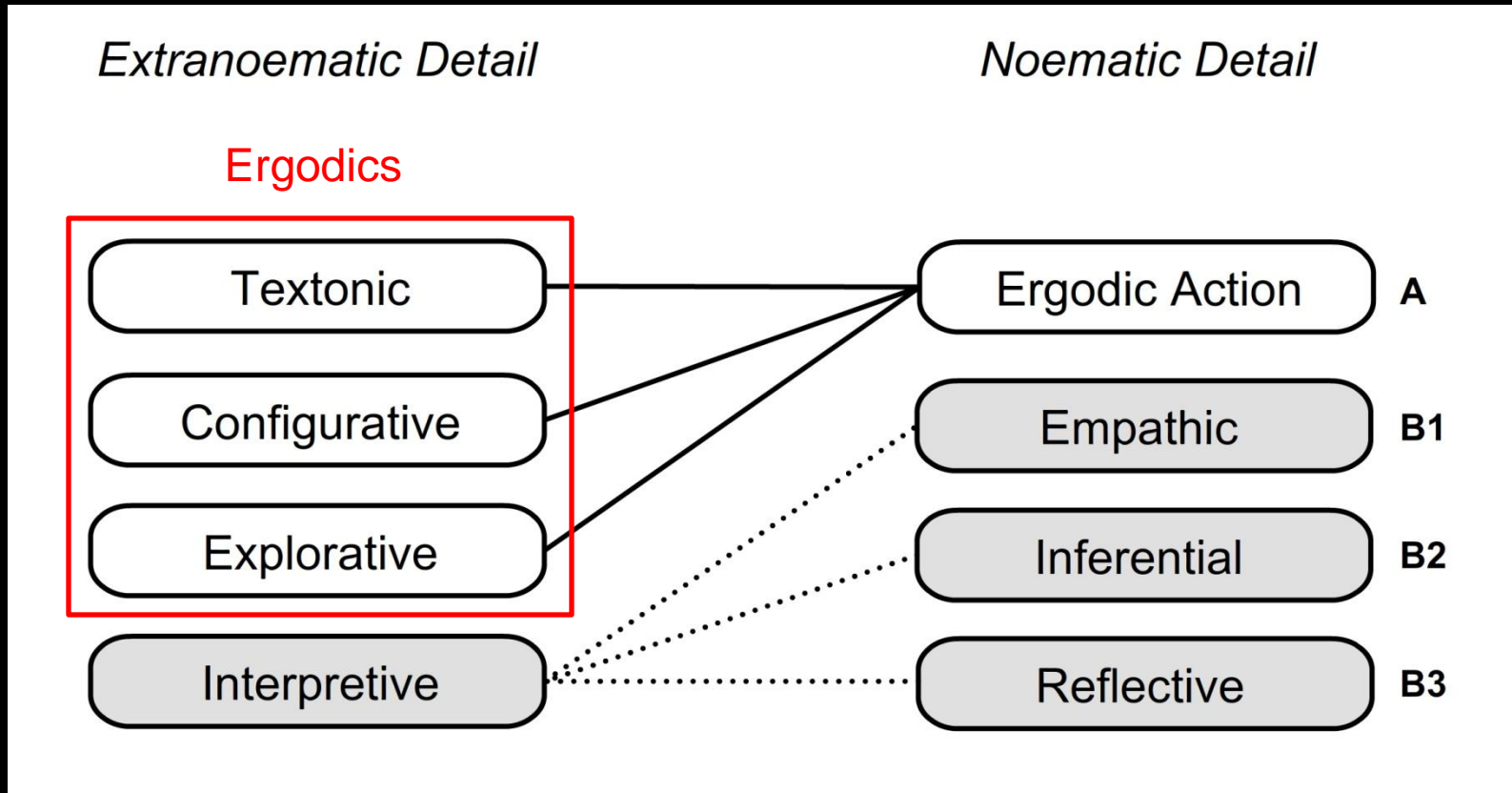
- The “non-trivial effort” required to “traverse a text”
- Games require “ergodic work” on the part of players
- This work is physical or “extranoematic”

TOOLBOX: KEY TERMS & IDEAS, 2.2B



Ergodics helps us distinguish media, but it becomes problematic as a ground for thinking about gameplay

EXPANDING "GAMEPLAY"

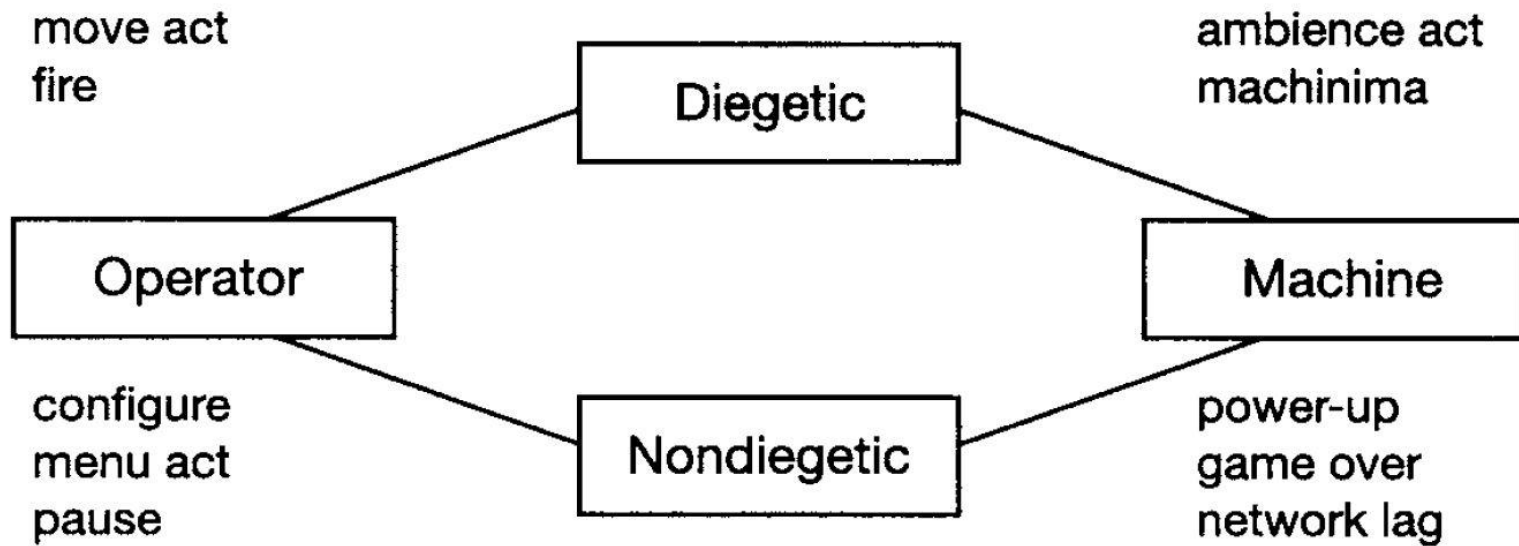


Cf. Huizinga: if you acknowledge play you acknowledge MIND

TOOLBOX: KEY TERMS & IDEAS, 2.3

Gamic Action, Four Moments

37

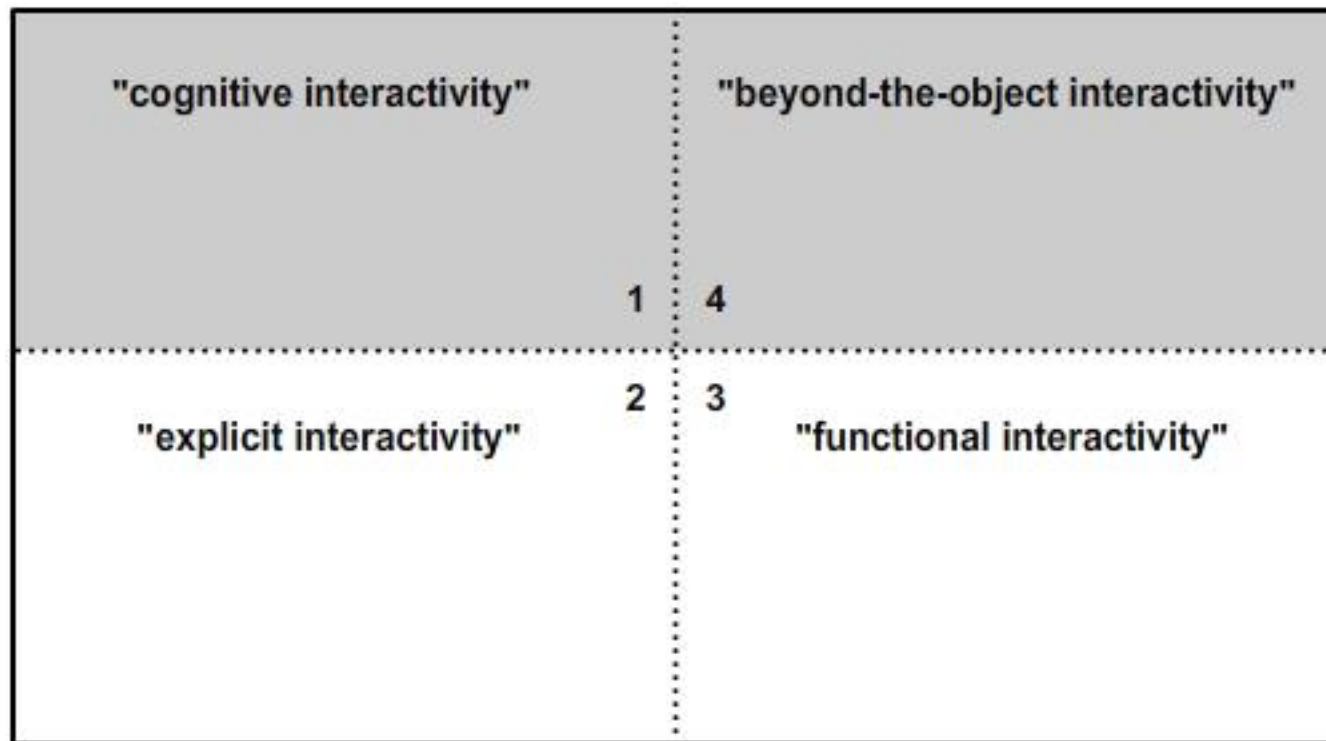


Galloway's "Gamic Action"

(2 Agents, 2 Semiotic Domains)

SALEN & ZIMMERMAN'S MODEL

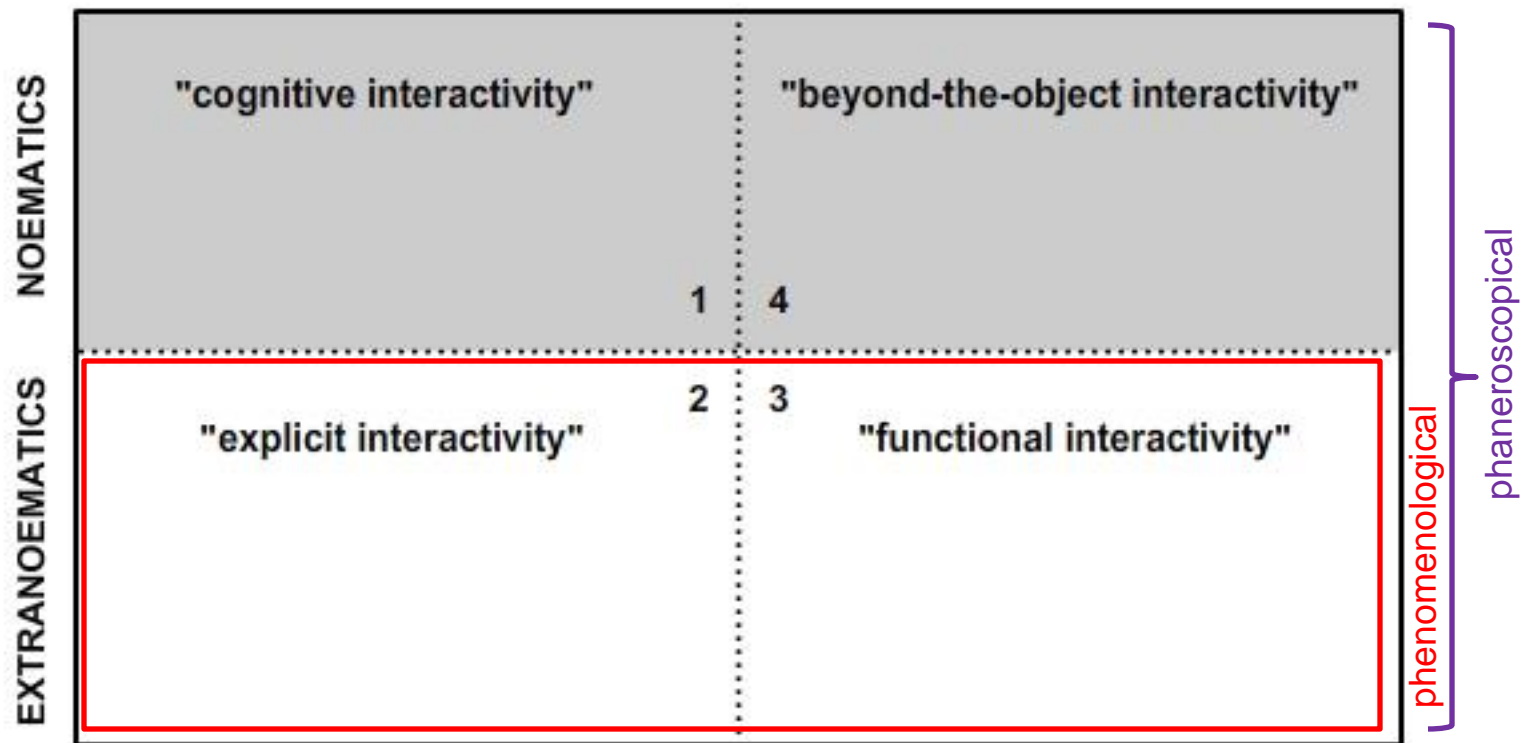
Multimodal View of Gameplay



adapted from Salen & Zimmerman, *Rules of Play* (2003), Ch.6 "A Multivalent Model of Interactivity"

A "PHANEROSCOPICAL" PERSPECTIVE

Multimodal View of Gameplay



adapted from Salen & Zimmerman, *Rules of Play* (2003), Ch.6 "A Multivalent Model of Interactivity"