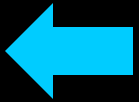
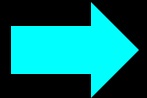


LOOKING BACK, LOOKING FORWARD



Immersion/Engagement/Presence; Story Worlds
Experiences with *Papers, Please*



Cart Life
Bogost and the Problem of "Fun"

TOOLBOX: KEY TERMS & IDEAS, 5

1. [Recap] 4 Es of Game Narrativity (Henry Jenkins)
2. Simulation Gap / Fever (Ian Bogost)
3. Simiotics / Ideological Levels (Gonzalo Frasca)



TOOLBOX: KEY TERMS & IDEAS, 5.1

1. 4 Es of Game Narrativity (Jenkins)
2. Simulation Gap / Fever (Bogost)
3. Simiotics / Ideological Levels (Frasca)

- Evocative Spaces
- Enacting Stories
- Embedded Narratives
- Emergent Narratives



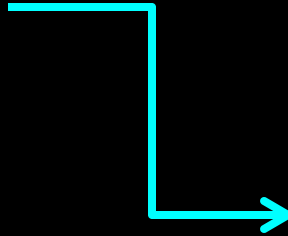
TOOLBOX: KEY TERMS & IDEAS, 5.2

IAN BOGOST ON *SIMULATION*

1. “Simulation Gap”
2. “Simulation Fever”



Discomfort, anxiety, etc.
about the simulation gap



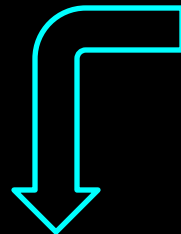
CART LIFE



TOOLBOX: KEY TERMS & IDEAS, 5.3

GONZALO FRASCA: SIMULATION AS EXPRESION

1. “Simiotics” (vs. semiotics)
2. Narrative as one representational strategy
3. Simulation as new, underexplored strategy
4. Narrauthors vs. Simauthors
5. Goal-rules vs. manipulation-rules
6. 4 Ideological levels
 1. Representation
 2. Manipulation Rules
 3. Goal Rules
 4. Meta-Rules



LEVEL 1 : REPRESENTATION

AESTHETICS

Pixelation of faces
Grayscale
Font, Text speed
Soundcraft

DIEGETIC/NARRATIVE

Georgetown
Melanie & Laura
Seth, divorce, anxiety, parenting
Permits, transportation, business politics, etc.



LEVEL 2 : MANIPULATION RULES



GAME MECHANICS

Ex. transportation economics / time economy

LEVEL 3 : GOAL RULES



MELANIE & LAURA

Macro: \$1000 Profit by Mon. / Custody of Laura

Micro: Coffee sales

NEXT TIME

1. Play: *Cart Life*
2. Watch: Ian Bogost on “Fun”

