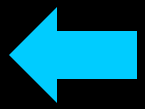
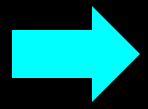
Looking Back, Looking Forward



Bogost's Simulation Gap; Frasca on Simulation
Experiences with *Cart Life*



Cart Life
Bogost and the Problem of "Fun"

Toolbox: Key Terms & Ideas, 5.2

Ian Bogost on *Simulation*

1. "Simulation Gap"
2. "Simulation Fever"

↓

Discomfort, anxiety, etc.
about the simulation gap

Reading the Gaps

Ian Bogost on *Simulation*

1. "Simulation Gap"
2. "Simulation Fever"

What is the source phenomena?
What are the gaps (differences)?

What feelings/thoughts are generated by reflecting on/experiencing these gaps?

"X"

Level 1 : Represenation

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"