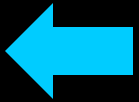
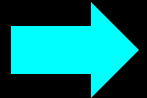


LOOKING BACK, LOOKING FORWARD



Post-Fun Frameworks for Game Design
Mid-Term Review



Braid

Project: Critical Game Modification

BLOW ON GAME DESIGN

MORE ETHICAL DESIGN?

1. Evolution of game design
 2. Imitation+ model : make what gamers *already like*, but better
 3. “Best practices” & manipulation
 4. Respect the player / anti-behaviorist design ethos
 5. Science of design (experiments on players)
- vs.
- Art of design (communication/expression)



*How are you imagining your player as designers? [OR]
How does a game address you as a player? (recall Sicart:
what kind of player-subject is designed for?)*

BRAID : EXPRESSIVE ELEMENTS, LAYERS

- Title Screen / House Rooms
- World Books
- Epilogue/Star Books
- World Flags
- Flag Messages
- Memory Puzzles



Some other elements?

1. Allegorical: addressing player / **desire**
2. Art-Historical: addressing game / **craft**
3. Literal-Metaphorical: parallel layers based on Tim-Princess dynamic / **inquiry**

2. TIME AND FORGIVENESS

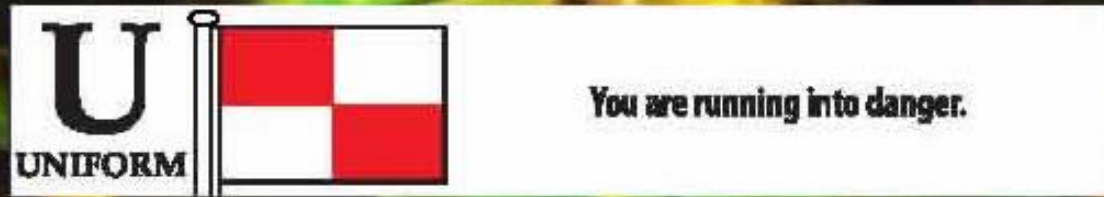


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No (negative or 'The significance of the previous group should be read in the negative').

3. TIME AND MYSTERY



U
UNIFORM



You are running into danger.

4. TIME AND PLACE



5. TIME AND DECISION



6. HESITANCE



1.



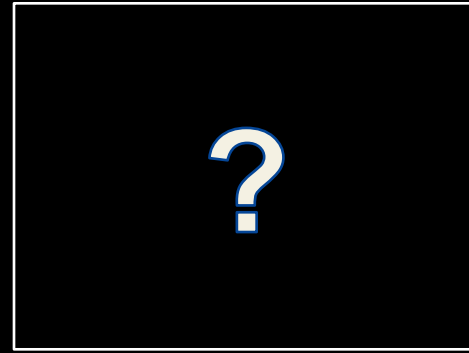
BRAID AND PUZZLE THINKING



Despite the commonplace understanding of a PUZZLE as having a single solution, the real significance of the idea (of puzzles) for *Braid* pertains to the **mode of experience** they sustain for the player, and the **attitude toward thinking** in gameplay they require: confusion, wonder, speculative and reflective reasoning, hypothesis formation, epiphany, etc.

The *experiences* of solving the puzzles are more significant than the actual pragmatic solutions, and **they become expressive within the larger poetic arrangement / narrative economy of the game.**

THE FIRST "PUZZLE"



We are invited, **BY DESIGN**, to imagine the significance of the pieces, both in the diegetic world and the game as a poetic collection of interactive puzzles...

NEXT TIME

1. Play: *Braid*
2. Browse “Braid media archive”

