

Email: 10/09/14

Hello All,

Thanks so much for sticking through the last session - one would think I'd get the timing right on the 1h20m sessions by mid semester... Anyway, thanks to Petra and Rose for another insightful and provocative game share. There was a lot to think about across *Papers, Please* and *FTL* as expressive simulations. The Frasca reading has some great ideas for thinking about games as simulations that express ideas and educe feelings by design, and we'll be building on this perspective with the reading for next week.

So, for prep:

1. Read Bogost on "Procedural Rhetoric"

This reading is a REALLY generative one with a lot of great ideas and concepts that will serve you well in thinking about games as cultural/artistic expression. Previously we res Bogost on the topic of "Fun" and how designing and playing for fun is not only limiting, but also involves shackling the design process to estimations about what "gamers" find fun. As players seeking fun at the expense of other experiences we're apt to miss what games are doing and, more importantly, can do (their potential). We're moving next to Bogost's core approach to games as procedural art, as "persuasive" media that express ideas, feelings, and arguments.

As mentioned in class, the Bogost is long and tough, but rewarding. The core of the essay is about "procedural rhetoric" - defining what it is, how it works, and why it matters - and then saying games that mount effective "procedural rhetoric" are "persuasive games." There's a lot of definitions of terms and intellectual history thrown in, usually for the purpose of indicating what he is NOT talking about, but if you focus on the task of understanding that core concept (procedural rhetoric) and how it works (through his examples of games) you can hack through the jungle of academic jargon :P Remember, don't worry about total comprehension, just work out your mind on these rich ideas!

2. Play Hoffmeier's *Cart Life*

We'll be starting with CL as our game experience for the next week and half. I have conveniently uploaded the game files to my server here:

<http://courses.bloodedbythought.org/twg/FILES/>

- A. If you have a Windows-based machine, get the ZIP file with [pc] in the name. Unzip and go.
- B. If you have a Mac OSX-based machine, get the app.7z file. Extract that and drag the .app file into your "Applications" and go.

Note: There are 2 playable characters, Andrus and Melanie. If you are playing on a Mac, Andrus is buggy so choose Melanie unless you want frustration.

Hard mode: Consider how CL mounts "procedural rhetoric"!

3. Mid-Semester Feedback & CR1 Feedback

Thanks to everyone who gave detailed feedback in class on the forms - I learned some things I can do better and we'll talk about those things briefly on Monday. I really appreciate you all taking the time to do those. I have heard thee, and I shall adjust! ;) Also, I'm behind on sending out feedback, so it may come Saturday or even Sunday... but it will come. If you elect to revise, those can be turned in up until end of the semester.

In exhaustion,
Terry