

The computer; a typewriter? a television? a brochure?

“Of course, the computer isn't any of these things. These are all things we were previously familiar with from the real world which we have modeled in the computer, so that we can use the damn thing.

Which should tell us something interesting.

The computer is actually a modeling device.

Once we see that, we ought to realize that we can model anything in it. Not just things we are used to doing in the real world, but the things the real world actually prevents us from doing.”

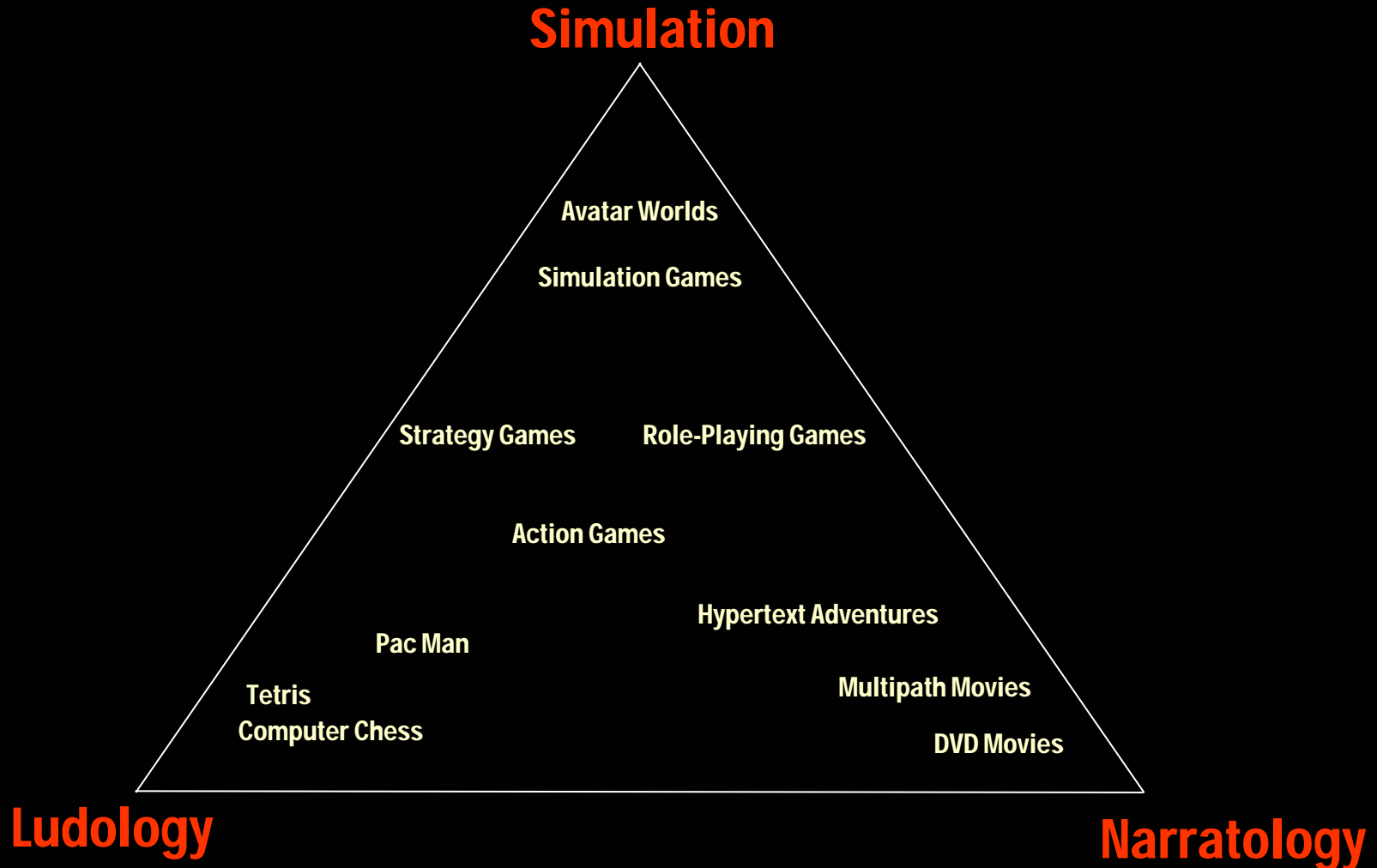
Douglas Adams, 1997

Definition of Terms

- **What is a game?**
 - **“Games contain a framework of rules played over time which can be won or lost”**
Zero-Game Studio
 - **“Games are formal systems that generate informal experiences”**
Jesper Juul, Games Researcher, IT University Copenhagen
 - James P Carse’s notion of finite and infinite games
- **You PLAY games**
 - **Play is a driving force for creative flow**
 - **The growth of virtual gaming as a mainstream leisure activity returns us to a celebration of the active and the seduction of the notion of control**
 - **Play is regarded as separate from reality**



Computer Game Classification Space



Narrative, Simulation and Game Play in Computer Games

Simulation

- modelling generative principles
- outcomes are unpredictable
- functionally oriented: system analysis and behavioural understanding

Ludology

- abstract board/puzzle games
- competitive
- search and combinatorics
- goal oriented: problem solving and optimisation (IPD, maximisation)

Narratology

- myth, literature, cinema
- structural analysis
- semiotically oriented: meaning and function

The Zero Game Manifesto

The Nature of The Game

- 7. The active nature of the Game holds a unique potential for exploring new modes of being. The active nature of the Game also supports subversive modes of thinking more directly serving creative and fulfilling purposes.**

It is just a game

- Games are too powerful to be regarded as merely entertainment.
- Games have the potential to change society.
- Current games obsessed with supremacy are only one amongst many possible forms of game experience.

The Zero Game Manifesto

The Nature of The Game

- 9. Game play is based upon understanding, implicitly or explicitly, some subset of a set of Game rules. The playing experience is then one of developing a gestalt, a pattern of cognitive and physical activity, that supports movement through the game experience. The function of a gameplay gestalt is to facilitate entry into a state of consciousness typically different from states experienced outside the gameplay context. In this way, a gameplay gestalt is analogous to a mantra, chant, or ritual. It can deliver us into new ways of being, which can be like a dance, meditation, or possession.**

The Player

- **The power and problem of anonymity**
 - The good player
- **The player as performer**
 - The first person actor