



virtual worlds, psychopaths and a game concept looking for a home



simulations and games

simulation:

- (usually) a visual rendition of gathered and processed information
- may but doesn't necessarily adhere to a pre-defined set of rules
- when used for non-artistic purposes, usually analytical, predicative or educational
- often behaves with gamelike manner or can be used like a game

game:

- has to be interactive, otherwise it's not a game
- has to have a victory condition
- the victory condition must be reached through a pre-defined set of rules
- the rules adhere to the game world(s) where everything takes place

simulations as games

Most usual categories of simulations as games:

- flight simulations
- driving simulations
- sports simulations
- management simulations
- strategical simulations



Falcon 3.0



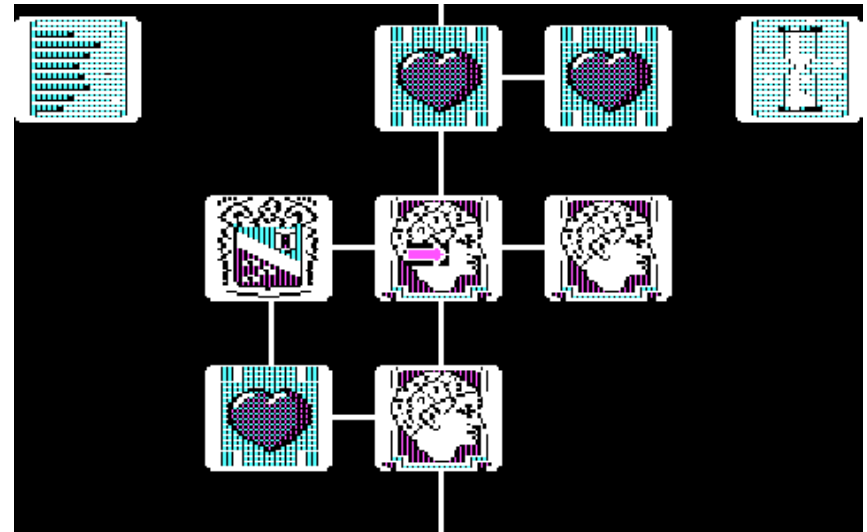
Battlefield 1942



Game of economics

gamelike simulations

- business simulations
- traffic simulations
- training simulations
- battle management simulations
- education simulations

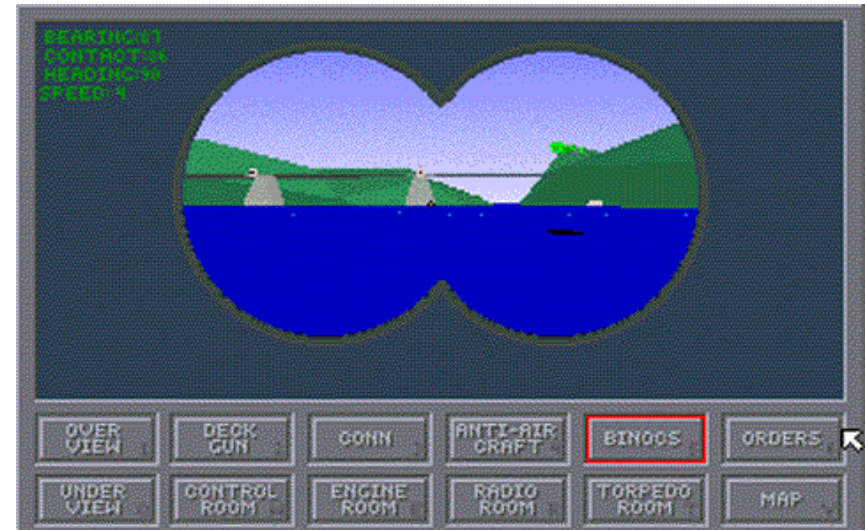


Alter Ego

if there is something you want to depict in a gamelike manner, it can be arranged in a form of simulation – whether that is visible in the game is a different matter.

realism

- is it always a good thing?
- is it always accurate even though it's realistic?
- is it the content or is it the concept?
- the more predicative you want, the more accurate the info needs to be



Das Boot

games are about experiencing and participating, not realism.

simulations are (usually) based on reality.

the ethics of realism

- simulation conforms to the ethical rules of the society or event it tries to depict
- game receives its ethics when it is designed and they may contradict our own



The Sims 2



Grand Theft Auto – Vice City



time machine

- a cross-platform game for mobiles, pcs and installations
- platform-specific participation
- united dynamic database
- location-based action
- should represent history accurately while generating alternate history



time machine – mobile

- game doesn't try to implement console or PC gaming for mobile devices
- mobile devices have their own specific strengths which should be used in an innovative way
- the possibility of communication through visual means – camera overlays
- need for a hardware interface other than the keyboard
- participance in real-life, real-time



time machine - desktop

- set of "official" multi-player servers offer historically accurate locations and possibly social, political, economical and cultural relations
- desktop players access different locations throughout the world
- enhanced communication



time machine – installation

- one installation or many installations in a network
- a sensory experience with less effect on the story
- to witness the large picture
- possibility to leave shadows in the virtual worlds