Foundations of Interactive Game Design (80K)

week four, lecture three
featuring Jeff Hull!
Today: Jeff Hull
Opening Act

AKA “Quiz”
The Games of Nonchalance is:

A: A historical penny arcade
B: A bundle of indie “ambient” games
C: An RTS based on situationist dérive
D: A time-manipulation platformer
E: A city-wide adventure game
What is not true of *The Games of Nonchalance*?

A: Uses low-power radio and CD audio
B: Works to build community through play
C: Works against digital media disconnection, never using digital elements
D: Includes induction into a fictional pseudo-scientific organization
E: People think it is theater, art, and gaming
Jeff Hull!

Jeff Hull is the creative director of Nonchalance, an award-winning San Francisco based Situational Design agency whose mission is to provoke discovery through visceral experience and pervasive play.