Today

• Review syllabus
• Prior 80K game demo
• Grow a Game cards
• What is a game?
• What’s coming up
Demo:  
_Utapei_

Greg March and Peter Steadman
Flanagan’s *Grow a Game*

Demo on document camera. Put down combinations of cards, ask people to brainstorm designs, talk with each other. After a bit, call on them.
Let’s start with Games modified by Verbs

Start with Games (pink) modified with Verbs (green)

Then do Games (pink) modified with Values (blue)
Now let’s try Games modified by Values

Start with Games (pink) modified with Verbs (green)

Then do Games (pink) modified with Values (blue)
Should we try one with all three?
You can order these online, print early version, or download free app

http://valuesatplay.org/grow-a-game-overview
What is a game?
Is that a game?
Is *Candy Land* a game?

- It’s sold as a game
- It has *rules and objectives*
- It looks like a game and is called a game
- We *play* it with other people — and sometimes negotiate rules with them
- But something seems missing, especially as we get older...
- Is this a game? Is this even play?
Is this a game?

Traffic

Is this a game?

Why or why not?
[Gladiatorial combat]

Is this a game?

Is it for some and not others?

Does it depend on whether this is acting or real?
[Electroplankton]

Is this a game?

Is this play?

What makes them different?
Is this a game?

What do you have to do to succeed?

Is this play?

Is it also work?

Can you win?
Is this a game?

How is it different from gladiatorial combat?

Can something be both a job and a game?
[RPG table discussion]

Is this a game?

Can a game be something you make up as you go along?
Are these games?

- Jazz improvisation
- Tug of war
- *Wii Music*
- Russian roulette
- Renaissance fair
- *Dungeons & Dragons*
- Stock markets
- Crossword puzzles
- Slot machines
- Ring around the rosy
- Driving
- *The Sims*

Raise hands for each, see how many think it is a game
Defining “game”

A “closed, formal system that engages players in structured conflict and resolves its uncertainty in an unequal outcome”
— Tracy Fullerton
Defining “game”

• “playing a game is the voluntary effort to overcome unnecessary obstacles”
  — Bernard Suits

• “A game is a form of art in which participants, termed players, make decisions in order to manage resources through game tokens in pursuit of a goal”
  — Greg Costikyan
Defining “game”

A “system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome”
— Katie Salen and Eric Zimmerman
Artificial conflict

- They are a system that participants play
- This system “maintains a boundary from so-called ‘real life’ in both time and space”
- They “embody a contest of powers” that can be cooperative or competitive for players, single- or mult-player, etc
Defined by rules w/ quantifiable outcome

- Rules are the structure out of which play emerges for Salen & Zimmerman, subsuming Fullerton’s objectives, procedures, and rules
- For S&Z, a quantifiable outcome is what distinguishes a game from less formal play activities
Defining “game”

A “rule-based formal system with a variable and quantifiable outcome, where different outcomes are assigned different values, the player exerts effort in order to influence the outcome, the player feels attached to the outcome, and the consequences of the activity are optional and negotiable.”

— Jesper Juul
Upcoming

• Fullerton for Thursday: Chapter 3 (Formal Elements)
• Game concept due this week
• Physical prototype due this week
• Game design document and schedule due next week