Multi-game analysis
Multi-game analysis

• Your next major assignment, due next week in section

• Pick three games to compare, focusing on some aspect of their design, and connect this to their mechanics

• One of these games must come from the S&E Library’s game collection (see syllabus page on the multi-game analysis for links)
Comparing games

• Choose something about the game design to compare

• You might look at changes in fiction (e.g., different stories/mechanics), procedural rhetoric (e.g., simulated pollution), basic mechanics (e.g., jumping mechanics and challenges), etc

• Explicitly state your views on the differences and support with specifics!
Comparing games

• The most common type of comparison is in the same genre and/or series (it’s easier to compare jumping across platformers)

• Choosing three games from different eras is encouraged (e.g., the original Prince of Persia, PoP: Sands of Time, and the recent Forgotten Sands)

• With permission of your TA, you can choose a different dimension and grouping
The three unlicensed branding games were Monopoly: Here and Now, Disaffected!, and The McDonald’s Videogame