Paper #2

Paper #2: game structure

- Rather than analysis of your learning of one game, structural look at several games
- Rather than look at the game experience as a whole, look at one aspect (in context)
- Once again, at least 2k words. Use any formatting, but place word count at end of document (in MS Word, use: “Tools” > “Word Count...”)

Paper #2

- Identify an element of a game we've played in lab: *Spacewar!*, *Adventure*, *Pong*, *Combat*, *Pitfall!*, *River Raid*, *Doom*, or *Tetris*.
- Many possible elements: timers, doorways, jumping, saving the game, firing a projectile, symmetrical competition space, power-ups, audio feedback, scoring mechanisms, simulated gravity, handling of "death," etc.

Paper #2

- Identify that same element in at least 2 other games (for a total of at least 3 games)
- Play all 3 games. Note how the element functions (similarities & differences in operation, context, etc)
- Consider how the games you've chosen fall in the different ideas we've discussed (e.g., classification). Relationship to this element?

Paper #2

- Research what other people have said about the games you're considering in:
  - conferences (e.g., GDC, DiGRA, DAC)
  - web publications on games (e.g., Gamasutra, Game Studies)
  - game journals (e.g., Games and Culture, Journal of Game Development)
  - game books (not syllabus ones or guides)

Paper #2

- If other people who have written about your games discuss your element, then cite and engage what they say
- If other people *do not* discuss your element, then cite a list of them and discuss the fact that they don't (e.g., any speculation as to why they don't?)
- Must cite at least one game publication

Paper #2

- Look for a conclusion, ideally a wider insight (or several!) grounded in examining your elements
- For example, Juul's discussion of game time. He examines a few elements toward understanding possible relations of play time & fictional time

Paper #2 summary

- At least 2k words (include word count)
- An element observed across 3 games (min.)
- Engaging at least one game publication discussing this element in one of your games (or several publications that don't)
- Have a broader idea supported by your observation and discussion (a conclusion)

Paper #2 due Thursday