

Multiplay 108

Larissa Hjorth,Ingrid Richardson,Hugh Davies,William Balmford

Transnational Contexts of Development History, Sociality, and Society of Play S. Austin Lee, Alexis Pulos, 2017-01-21 This book examines the historical background of game development, offline and online gamer interactions, and presents a method to study the health impacts of digital games in East Asia. Focusing on examinations of how video games shape external interactions with the world as well as internal spaces, Lee and Pulos' volume brings together a range of approaches and regions to understand the impact of video games in East Asia and beyond. Contributions range from assessments of Nintendo's lasting technological impact in Japan and globally to analyses of mobile social gaming among teenage girls in Korea, with qualitative and quantitative methodologies set in contact with one another to offer a full spectrum of perspectives on video gaming and its profound cultural impact.

Communities of Play Celia Pearce, 2011-09-30 The odyssey of a group of "refugees" from a closed-down online game and an exploration of emergent fan cultures in virtual worlds. Play communities existed long before massively multiplayer online games; they have ranged from bridge clubs to sports leagues, from tabletop role-playing games to Civil War reenactments. With the emergence of digital networks, however, new varieties of adult play communities have appeared, most notably within online games and virtual worlds. Players in these networked worlds sometimes develop a sense of community that transcends the game itself. In *Communities of Play*, game researcher and designer Celia Pearce explores emergent fan cultures in networked digital worlds—actions by players that do not coincide with the intentions of the game's designers. Pearce looks in particular at the Uru Diaspora—a group of players whose game, *Uru: Ages Beyond Myst*, closed. These players (primarily baby boomers) immigrated into other worlds, self-identifying as "refugees"; relocated in *There.com*, they created a hybrid culture integrating aspects of their old world. Ostracized at first, they became community leaders. Pearce analyzes the properties of virtual worlds and looks at the ways design affects emergent behavior. She discusses the methodologies for studying online games, including a personal account of the sometimes messy process of ethnography. Pearce considers the "play turn" in culture and the advent of a participatory global playground enabled by networked digital games every bit as communal as the global village Marshall McLuhan saw united by television. Countering the ludological definition of play as unproductive and pointing to the long history of pre-digital play practices, Pearce argues that play can be a prelude to creativity.

Play at Work Adam L. Penenberg, 2015-11-24 A fascinating look at how games can help us learn, create, and innovate. Once thought to be nothing more than diversions for children and nerds, games have become an integral part of everyday life. Educators are trying to make learning more fun by introducing games into the classroom while cutting-edge managers are doing the same in the workplace. Doctors, scientists, and entrepreneurs are deploying games to help solve some of the world's most pressing problems. But according to Adam Penenberg, it's not the games themselves that improve our lives, but rather smart game design and its impact on the brain that can lead us to become immersed in a task we find enjoyable. The individuals and institutions that have used games to achieve this effect are often rewarded with astounding results. Drawing on the latest brain science on attention and engagement plus his own firsthand reporting, Penenberg shows how organizations like Google, Microsoft, hospitals, and the military have used game design in bold new ways--

Optimizing Play Christopher A. Paul, 2024-05-14 An unexpected take on how games work, what the stakes are for them, and how game designers can avoid the traps of optimization. The process of optimization in games seems like a good thing—who wouldn't want to find the most efficient way to play and win? As Christopher Paul argues in *Optimizing Play*, however, optimization can sometimes risk a tragedy of the commons, where actions that are good for individuals jeopardize the overall state of the game for everyone else. As he explains, players inadvertently limit play as they theorycraft, seeking optimal choices. The process of developing a meta, or the most effective tactic available, structures decision making, causing play to stagnate. A "stale" meta then creates a perception that a game is solved and may lead players to turn away from the game. Drawing on insights from game studies, rhetoric, the history of science, ecology, and game theory literature, Paul explores the problem of optimization in a range of video games, including *Overwatch*, *FIFA/EA Sports FC*, *NBA 2K*, *Clash Royale*, *World of Warcraft*, and *League of Legends*. He also pulls extensively from data analytics in sports, where the problem has progressed further and is even more intractable than it is in video games, given the money sports teams invest to find an edge. Finally, Paul offers concrete and specific suggestions for how games can be developed to avoid the trap set by optimization run amok.

Space and Play in Japanese Videogame Arcades Jérémie Pelletier-Gagnon, 2024-05-07 This book presents a scholarly investigation of the development and culture of Japanese videogame arcades, both from a historical and contemporary point of view. Providing an overview of the historical evolution of public amusement spaces from the early rooftop amusement spaces from the early nineteenth century to the modern multi-floor and interconnected arcade complexes that characterize the urban fabric of contemporary Japan, the book argues that arcade videogames and their associated practices must be examined in the context in which they are played, situated in the interrelation between the game software, the cabinets as material conditions of play, and the space of the venue that frames the experience. Including three case studies of distinct and significant game centres located in Tokyo and Kyoto, the book addresses of play in public, including the notion of performance and observation as play practices, spatial appropriation, as well as the compartmentalization of the play experience. In treating videogames as sets of circumstances, the book identifies the opportunities for ludic practices that videogame arcades provide in Japan. As such, it will appeal to students and scholars of Game Studies and Digital Media Studies, as well as those of Japanese Culture and Society.

Game-Based Learning and the Power of Play Pauline Rooney, Nicola Whitton, 2016-08-17 In recent years, there has been growing interest in the use of games to enhance learning across multiple educational levels, and extensive research has shown that games have considerable potential for enhancing learning, motivation and skills development. However, despite a growing acknowledgement of this potential, challenges remain and the use of games in formal education contexts remains far from mainstream. While some studies identify design and development issues as a key barrier – including associated costs – others highlight organisational and infrastructural difficulties involved in implementing games in the classroom. More recently, increasing recognition of these difficulties has led many to explore how gaming elements (rather than fully fledged games) can be used to engage and enhance student learning – a practice now widely referred to as "gamification". This edited collection of chapters explores the application, potential and challenges of game-based learning and gamification across multiple disciplines and sectors, including psychology, education, business, history, languages and the creative

arts. With contributions exploring the use of games across the full educational spectrum – from early childhood education, through to the corporate sector – it provides comprehensive insights into the potential of games and play for facilitating learning and engagement at every life stage.

Play Money Julian Dibbell, 2006-07-10 The author discusses how he earned his fortune by acquiring virtual goods during massively multiplayer online role-playing games (MMPORGs) and selling them for real money on eBay.

Transgression in Games and Play Kristine Jorgensen, Faltin Karlsen, 2019-02-05 Contributors from a range of disciplines explore boundary-crossing in videogames, examining both transgressive game content and transgressive player actions. Video gameplay can include transgressive play practices in which players act in ways meant to annoy, punish, or harass other players. Videogames themselves can include transgressive or upsetting content, including excessive violence. Such boundary-crossing in videogames belies the general idea that play and games are fun and non-serious, with little consequence outside the world of the game. In this book, contributors from a range of disciplines explore transgression in video games, examining both game content and player actions. The contributors consider the concept of transgression in games and play, drawing on discourses in sociology, philosophy, media studies, and game studies; offer case studies of transgressive play, considering, among other things, how gameplay practices can be at once playful and violations of social etiquette; investigate players' emotional responses to game content and play practices; examine the aesthetics of transgression, focusing on the ways that game design can be used for transgressive purposes; and discuss transgressive gameplay in a societal context. By emphasizing actual player experience, the book offers a contextual understanding of content and practices usually framed as simply problematic. Contributors Fraser Allison, Kristian A. Bjørkelo, Kelly Boudreau, Marcus Carter, Mia Consalvo, Rhys Jones, Kristine Jørgensen, Faltin Karlsen, Tomasz Z. Majkowski, Alan Meades, Torill Elvira Mortensen, Víctor Navarro-Remesal, Holger Pötzsch, John R. Sageng, Tanja Sihvonen, Jaakko Stenros, Ragnhild Tronstad, Hanna Wirman

Game Design Deep Dive Joshua Bycer, 2022-08-17 Game Design Deep Dive: Free-to-Play (F2P) continues the series' focus on examining genres with a look at the history and methodology behind free-to-play and mobile games. The genre is one of the most lucrative and controversial in the industry. Josh Bycer lays out not only the potential and pitfalls of this design but also explores the ethics behind good and bad monetization. This book offers: A comprehensive look at the practices behind the most popular free-to-play and mobile games A detailed talk about the ethics of F2P, and one of the few honest looks at it from both sides of the argument A perfect read for designers, students, or people wanting to educate themselves about the practices of the genre Joshua Bycer is a Game Design Critic with more than seven years of experience critically analyzing game design and the industry itself. In that time, through Game-Wisdom.com, he has interviewed hundreds of game developers and members of the industry about what it means to design video games.

Exploring Minecraft Larissa Hjorth, Ingrid Richardson, Hugh Davies, William Balmford, 2021-01-04 This book directs critical attention to one of the most ubiquitous and yet under-analyzed games, Minecraft. Drawing on three years of ethnographic fieldwork into mobile games in Australian homes, the authors seek to take Minecraft seriously as a cultural practice. The book examines how Minecraft players engage in a form of gameplay that is uniquely intergenerational, creative, and playful, and which moves ambivalently throughout everyday life. At the intersection of digital media, quotidian literacy, and ethnography, the book situates interdisciplinary debates around mundane play through the lens of Minecraft. Ultimately, Exploring Minecraft seeks to coalesce the discussion between formal and informal learning, fostering new forms of digital media creativity and ethnographic innovation around the analysis of games in everyday life.

Game Design Lewis Pulsipher, 2012-07-25 Many aspiring game designers have crippling misconceptions about the process involved in creating a game from scratch, believing a big idea is all that is needed to get started. But game design requires action as well as thought, and proper training and practice to do so skillfully. In this indispensable guide, a published commercial game designer and longtime teacher offers practical instruction in the art of video and tabletop game design. The topics explored include the varying types of games, vital preliminaries of making a game, the nuts and bolts of devising a game, creating a prototype, testing, designing levels, technical aspects, and assessing nature of the audience. With practice challenges, a list of resources for further exploration, and a glossary of industry terms, this manual is essential for the nascent game designer and offers food for thought for even the most experienced professional.

The Craft and Science of Game Design Philippe O'Connor, 2020-12-08 The Craft and Science of Game Design: A Video Game Designer's Manual goes into the nuts and bolts of video game development from the perspective of a veteran designer with more than 20 years of experience in the industry. It covers the psychology and biology of why people play games and goes in depth on the techniques and tricks professional game designers use to be successful in game development. If you are looking to make a career in video games, or are already in the industry, the insights and hard-earned lessons contained in this book are sure to be useful at all levels of the profession. Originally from Canada, Phil O'Connor has been making video games all over the world since 1997. Phil has worked at some of the industry's largest studios on some of the biggest projects, including Far Cry 3 and Rainbow Six Siege. With credits on nearly 20 games, Phil has shared in this book some of the less-known details of being a game designer in today's video game industry, along with a breakdown of some of the skills to help professional designers shine.

ActionScript for Multiplayer Games and Virtual Worlds Jobe Makar, 2009-09-22 The demand for multiplayer games and virtual worlds has exploded over the last few years. Not only do companies want them for site stickiness through social networking, but developers have tremendous interest in exploring this niche area. While developing multiplayer content is challenging, it isn't as difficult as you might think, and it is fun and highly rewarding! ActionScript for Multiplayer Games and Virtual Worlds explains fundamental multiplayer concepts from connecting to a server to real-time latency hiding techniques. In this book you'll learn: How to connect users to achieve real-time interaction When to make decisions on the server versus the game client Time synchronization techniques How to use dead reckoning smoothing to hide network latency About tile-based games the isometric view Techniques for customizing and rendering avatars in a virtual world In addition, you'll learn everything that goes into building: A real-time multiplayer tank battle game A real-time multilayer cooperative game A virtual world

Learning and Research in Virtual Worlds Jeremy Hunsinger, Aleks Krotoski, 2013-09-13 Virtual worlds are places where humans interact, and as such they can be environments for research and learning. However, they are complex and mutable in ways that more controlled and traditional environments are not. Although computer-mediated, virtual worlds are multifaceted social systems like the offline world, and choosing to study virtual world phenomena demands as much consideration for the participants, the environment and the researcher as offline. By exploring

virtual worlds as places of research and learning, the international practitioners in this book demonstrate the power of these worlds to replicate and extend our arenas of research and learning. They focus on process and outcomes and consider questions that arise from engaging in teaching and research in these spaces, including new approaches to research ethics, internationalization, localization, and collaboration in virtual worlds. This book was originally published as a special issue of Learning, Media & Technology.

How Games Move Us Katherine Isbister, 2017-10-27 An engaging examination of how video game design can create strong, positive emotional experiences for players—with examples from popular, indie, and art games. This is a renaissance moment for video games—in the variety of genres they represent, and the range of emotional territory they cover. But how do games create emotion? In *How Games Move Us*, Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players. She counters arguments that games are creating a generation of isolated, emotionally numb, antisocial loners. Games, Isbister shows us, can actually play a powerful role in creating empathy and other strong, positive emotional experiences; they reveal these qualities over time, through the act of playing. She offers a nuanced, systematic examination of exactly how games can influence emotion and social connection, with examples—drawn from popular, indie, and art games—that unpack the gamer's experience. Isbister describes choice and flow, two qualities that distinguish games from other media, and explains how game developers build upon these qualities using avatars, non-player characters, and character customization, in both solo and social play. She shows how designers use physical movement to enhance players' emotional experience, and examines long-distance networked play. She illustrates the use of these design methods with examples that range from Sony's *Little Big Planet* to the much-praised indie game *Journey* to art games like Brenda Romero's *Train*. Isbister's analysis shows us a new way to think about games, helping us appreciate them as an innovative and powerful medium for doing what film, literature, and other creative media do: helping us to understand ourselves and what it means to be human.

The Aesthetic of Play Brian Upton, 2015-03-20 A game designer considers the experience of play, why games have rules, and the relationship of play and narrative. The impulse toward play is very ancient, not only pre-cultural but pre-human; zoologists have identified play behaviors in turtles and in chimpanzees. Games have existed since antiquity; 5,000-year-old board games have been recovered from Egyptian tombs. And yet we still lack a critical language for thinking about play. Game designers are better at answering small questions ("Why is this battle boring?") than big ones ("What does this game mean?"). In this book, the game designer Brian Upton analyzes the experience of play—how playful activities unfold from moment to moment and how the rules we adopt constrain that unfolding. Drawing on games that range from *Monopoly* to *Dungeons & Dragons* to *Guitar Hero*, Upton develops a framework for understanding play, introducing a set of critical tools that can help us analyze games and game designs and identify ways in which they succeed or fail. Upton also examines the broader epistemological implications of such a framework, exploring the role of play in the construction of meaning and what the existence of play says about the relationship between our thoughts and external reality. He considers the making of meaning in play and in every aspect of human culture, and he draws on findings in pragmatic epistemology, neuroscience, and semiotics to describe how meaning emerges from playful engagement. Upton argues that play can also explain particular aspects of narrative; a play-based interpretive stance, he proposes, can help us understand the structure of books, of music, of theater, of art, and even of the process of critical engagement itself.

Understanding Kids, Play, and Interactive Design Mark Schlichting, Barbara Chase, 2019-09-12 This book is a way of sharing insights empirically gathered, over decades of interactive media development, by the author and other children's designers. Included is as much emerging theory as possible in order to provide background for practical and technical aspects of design while still keeping the information accessible. The author's intent for this book is not to create an academic treatise but to furnish an insightful and practical manual for the next generation of children's interactive media and game designers. Key Features Provides practical detailing of how children's developmental needs and capabilities translate to specific design elements of a piece of media Serves as an invaluable reference for anyone who is designing interactive games for children (or adults) Detailed discussions of how children learn and how they play Provides lots of examples and design tips on how to design content that will be appealing and effective for various age ranges Accessible approach, based on years of successful creative business experience, covers basics across the gamut from developmental needs and learning theories to formats, colors, and sounds

Serious Games and Virtual Worlds in Education, Professional Development, and Healthcare Klaus Bredl, Wolfgang Bösche, 2013-03-31 This book explains how digital environments can easily become familiar and beneficial for educational and professional development, with the implementation of games into various aspects of our environment--Provided by publisher.

Children's Play W. George Scarlett, 2005 'Children's Play' explores the many facets of play and how it develops from infancy through late childhood. The authors discuss major revolutions in the way the children of today engage in play, including changes in organised youth sports children's humour, and electronic play.

The State of Play Jack Balkin, Beth Simone Noveck, 2006-11-01 The State of Play presents an essential first step in understanding how new digital worlds will change the future of our universe. Millions of people around the world inhabit virtual worlds: multiplayer online games where characters live, love, buy, trade, cheat, steal, and have every possible kind of adventure. Far more complicated and sophisticated than early video games, people now spend countless hours in virtual universes like *Second Life* and *Star Wars Galaxies* not to shoot space invaders but to create new identities, fall in love, build cities, make rules, and break them. As digital worlds become increasingly powerful and lifelike, people will employ them for countless real-world purposes, including commerce, education, medicine, law enforcement, and military training. Inevitably, real-world law will regulate them. But should virtual worlds be fully integrated into our real-world legal system or should they be treated as separate jurisdictions with their own forms of dispute resolution? What rules should govern virtual communities? Should the law step in to protect property rights when virtual items are destroyed or stolen? These questions, and many more, are considered in *The State of Play*, where legal experts, game designers, and policymakers explore the boundaries of free speech, intellectual property, and creativity in virtual worlds. The essays explore both the emergence of law in multiplayer online games and how we can use virtual worlds to study real-world social interactions and test real-world laws. Contributors include: Jack M. Balkin, Richard A. Bartle, Yochai Benkler, Caroline Bradley, Edward Castronova, Susan P. Crawford, Julian Dibbell, A. Michael Froomkin, James Grimmelman, David R. Johnson, Dan Hunter, Raph Koster, F. Gregory Lastowka, Beth Simone Noveck, Cory Ondrejka, Tracy Spaight, and Tal Zarsky.

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