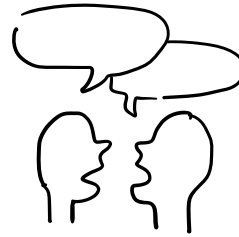


RISE OF THE VIDEOGAME ZINESTERS

① THE PROBLEM WITH VIDEO GAMES

VIDEO GAMES AS ART FORM: Transmit ideas & culture

- ° Bechdel TEST: {
 - 1) At least 2 women
 - 2) who talk to each other
 - 3) about something other than a man



- ° Most games are copies of successful games, made by insular group

WHAT VIDEO GAMES NEED: come from wider range of perspectives

- Barrier to making games: technical difficulty to make

- Make game dev open to everyone, personal & meaningful

↳ network TV vs. Youtube

CULTURE OF ALIENATION 

- Games as male-dominated culture, male-dominated audience
⇒ male-dominated creators
- Results in less accessibility

CRUNCH


- Studios convince devs that they need to do crunch, industry can get away with b/c claim only route to game dev

WHAT ARE GAMES GOOD FOR?

- Different media suited for different kinds of expression
- Rules → explore systems & dynamics
→ relationship b/w actions/choice & consequence

⑦ BY YOUR BOOT STRAPS


#1: CHOOSE A TOOL 

#2: INTRODUCE A CHARACTER 

#3: TEACH YOUR CHARACTER TO DO SOMETHING 

↳ Teach char to take INPUT from player

↳ VERB: when player does X, char does Y

#4: INTRODUCE A SECOND CHARACTER 

↳ Relationship between characters

↳ OBJECT of the verb

#5: MAKE SOME NOISE 

↳ clarify interactions w/ sound effects

#6: ROUND OUT THE PLAYER'S VOCABULARY 

↳ Give more verbs, more ways to communicate w/ game

#7: DESIGN A LEVEL 

↳ sequence of events player negotiates using verbs

#8: FINISH THE STORY 

↳ Beginning & end of story are important

↳ Title screen & end screen → player's interpretation of game

#9: HAVE SOMEONE PLAY IT, THEN CHANGE IT

↳ Have some unfamiliar w/ game try it

↳ As many playtesters as possible

#10: DISTRIBUTE YOUR GAME 

↳ No point in making a game if no one plays

#11: MAKE ANOTHER GAME 