RISE OF THE VIDEO GAME ZINESTERS

Chapter 1 — The Problem With Video Games

created by a small, insular group of people

| publishers act as gatekeepers of game creation

$ Money at stake

Result:

publishers
only publish games that follow pre-established model

only sells games to →

becomes more & more insular!! games only have 1 perspective

audience
predominantly male young adults

← enter the game industry

✓ **What Games Need:**

- A plurality of voices
- to be free — anyone can contribute to this art form, even hobbyists

⊘ **What Games Don't Need:**

- Culture of alienation
- false sense that knowledge needed to create video games is unattainable w/o special institutions (elitism)
- Crunch time / crunch mode
  - ↳ the industry gets away w/ it b/c it has convinced employees that these jobs are the only way to make video games
- obsession w/ making hits — should allow ourselves to experiment freely instead

Games as Zines
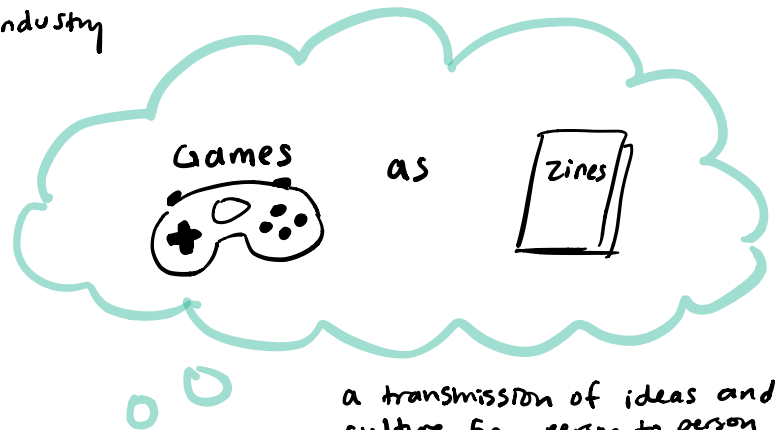
a transmission of ideas and culture from person to person as personal artifacts (not impersonal)

What Are Games Good For?

A: diff forms of art are better at communicating diff expressions

↳ Games suited for exploring systems and dynamics

↳ Games good @ communicating relationships

Conclusion: Games as a form of art / expression shouldn't be limited to only the privileged

Chapter 7 By Your Bootstraps

Below: a series of tasks to stimulate you creatively

Task 1: Choose a Tool

Game Maker, Unity, Twine, etc.

Task 2: Introduce a Character

Task 3: Teach Your Character to Do Something

Give input. Press A to make jump, for example.

Think about how character's actions characterizes them.

Task 4: Introduce a Second Character

What's the relationship blw characters 1 and 2?

Task 5: Make Some Noise

Add sfx

Task 6: Round Out the Player's Vocabulary

Give the player more ways to communicate

flesh out rules

Task 7: Design a Level

Level = Story

Task 8: Finish the Story

Task 9: Have Someone play it, then change it

Task 10: Distribute Your Game

Task 11: Make Another Game