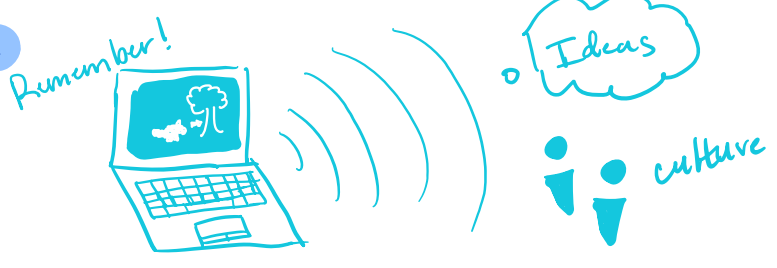


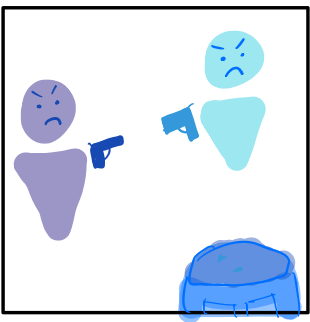
itch.io The Problem with Video Games

Games too repetitive?

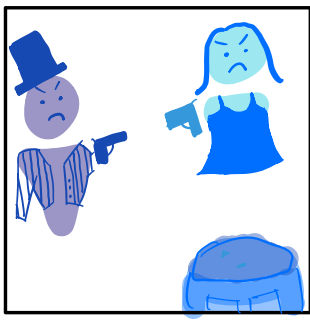
Check out **What Games Should Be!**



What Games Are [View all →](#)



Another Shooter
 #for men #gun
 Most games are about the subject matter their creators (white men) care about (shooters, fantasy RPGs, etc)



Commercial Game #9000000
 #isthisoldyet #safemarket
 Publishers do the minimum amount of differentiation from games of the established model (i.e. these) also overwork developers to get here!

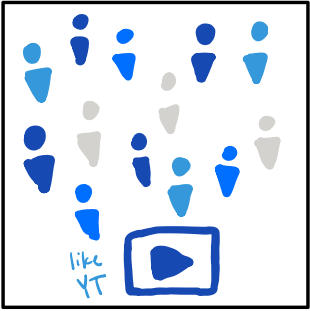


Alienating
 #whatwasthebuttonagain
 #toomanythings
 People outside the in-group could get alienated and overwhelmed
 simpler controls could help close this gap

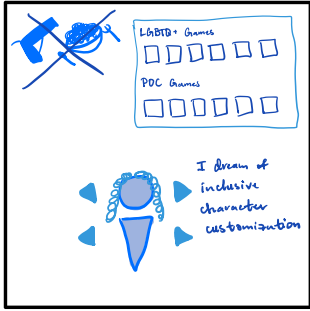


Unsafe for New Perspectives
 #journalistic integrity
 Popular sources of gathering for gamers strengthens the insider/outsider duality

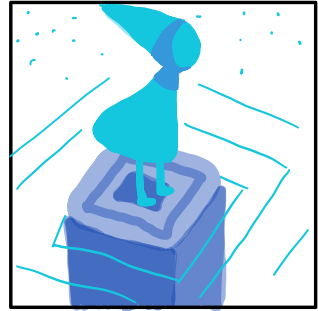
What Games Should Be [View all →](#)



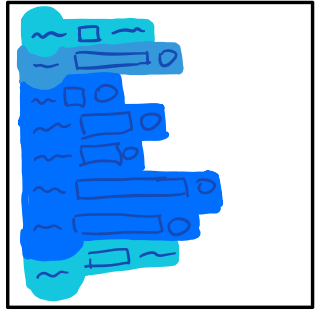
Open to Everyone
 #no ubiquitous industry
 #diversity
 More perspectives leads to more interesting ideas
 like itch.io!



Show Other's Life Experience
 #whatgamesaregoodfor
 #theater
 Games uniquely let you take on the life of another person



Art
 #whatdoesbertknowaboutgames
 Games are an artform, which means they benefit from all people partaking
 #including making the industry nicer to devs



Simple to Create
 #scratch
 For anyone to make games, they have to be simple for a hobbyist to learn
 Luckily we have so many options now!
 twine RPG Maker Unity Unreal Engine Ren'Py

By Your Bootstraps



Steen
http://
share link
around! spread
the word

itch.io



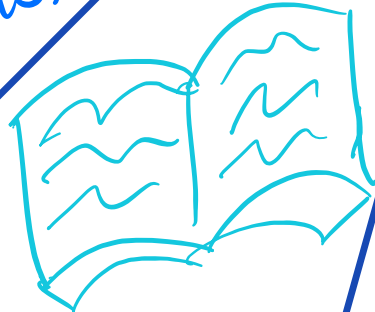
Distribute It



Playtest and Change

Finish the Story

how does the end
The End
effect context?



a level is a story

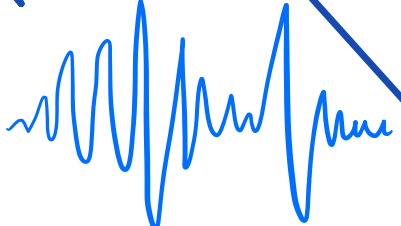
Design a level



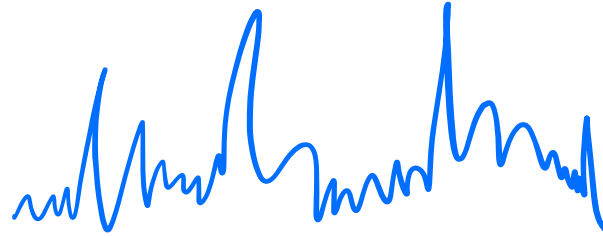
think of new rules
↳ verbs
↳ a & verbs

Round on vocab &

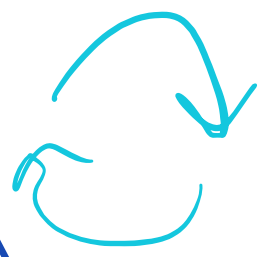
MAKE SOME NOISE



use sound effects, music, etc to communicate information



art is iterative



Make Another

pick appropriate tool for game



OR start with an interesting tool

Choose Tool



Game Maker

Intro

Character

Teach

Something

1st info player gets

teach to take input



should have a relationship w first character

what are they capable of doing?

who is the character?

