

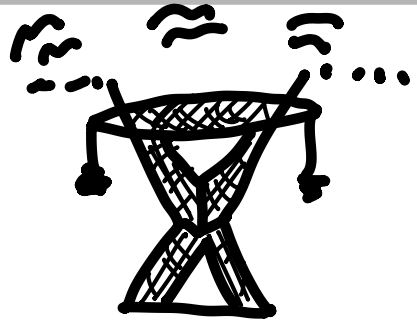
Rise of the Video Game Zine

Ch. 1: The Problem With Videogames



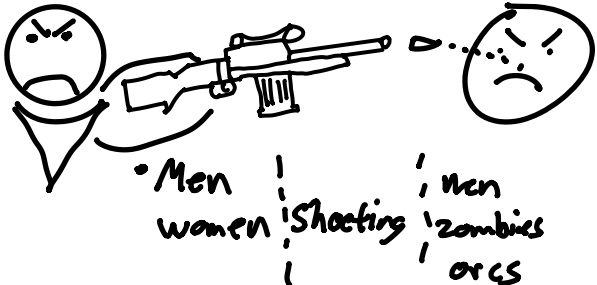
68% of American households play video games

Yet, trans representation in videogames is minimal

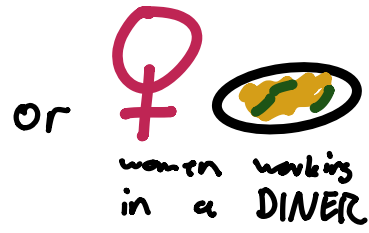


Games Transmit Ideas & Culture

What Are Games About?



Men shooting women
Men shooting zombies orcs



women working in a DINER

Most Games Are Copies of Other Games

Created by white men
Limited voices/stories



ctrl+c
ctrl+v

What Videogames Need:

Plurality of Voices

Get it? It's A wider set. :3



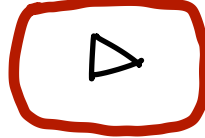
\$\$\$ Commercial Games are expensive, so experimentalism DIES.

Zines/self-published self-distributed magazines

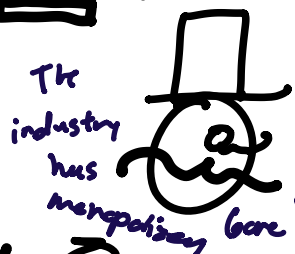
To Core From A wider Set of Experiences, POVs?

Why? to be free

(As an art form)
This controller design, relying on past controller experiences, fosters exclusivity; like the videogame industry.

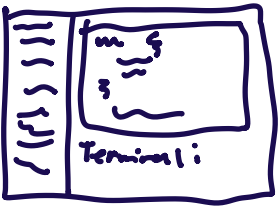


Like YT: diverse, creators have freedom, random people make content.



The industry has monopolized core design

What Are Games For?



The V6 Design Process Is Easier

Diff forms of art are suited to diff forms of expression, physical details

New Than Ever B4.



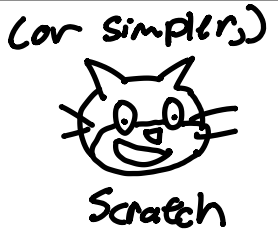
Sacrifice

Rise of the Video Game Zinester

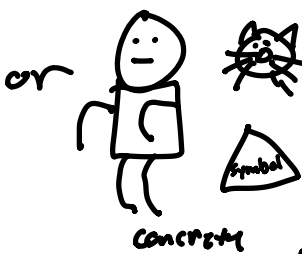
Ch. 7 By Your Boots traps:



TASK #1: Choose A Tool



TASK #2: Introduce A Character



- Capabilities?
- Conflict?
- Job?



(Make It Align with Character's Capabilities)

"When Player Does X, Character Does Y"

#3: Teach Your Character Something

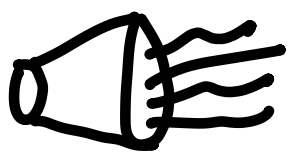
#4: Introduce 2nd CHARACTER

Avoid? obtain?

creates a relationship Based on what the player/character can do.

Abides by an internal rule.

#5: Make Noise:



- Sounds Characterized
- Audacity, self record!

- SFXR generates sound like Nintendo

#6: Round Out Player's Verb

- Give more verbs
- Should interact w/ old ones
- Add adverbs to old verbs ("slowly")

#7: Design A Level



- puzzles
- somewhere to go
- use verbs to advance story

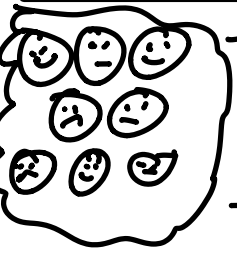
#8: Finish The Story

- Consider Beginnings & End



last thing your player will see in game. affects retention and experience in whole

#9: Prototype, Iterate



- Gather as many people as possible for feedback
- watch certain sections to see how players react
- change everything.

#10: Distribute



- itch.io
- spread to social
- Advertise it to oblivion

#11: Do It AGAIN!