

# PROBLEM...

BANG!

Ebert says no...  
STFU  
lol



MONA LISA?

similar to...  
ACTION COMICS  
often fails...  
singular lens



OR

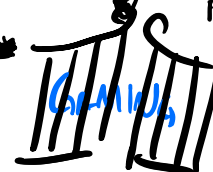
## BECHDEL

1. contain >2 women who
2. talk to each other about
3. something other than a man

like the old Church...

~~FOR MALE GAZE ONLY...~~

publisher  
GET OUT!!



~\$12 million  
- Memory  
- Negatives...



DISABLED  
cishet white men.



# SOLUTION?

GAMEMAKER (self-publishing)



ZINES

BUILD HOWEVER YOU CAN!  
- self-publishing  
- self-distributing  
technical ability  
now ↑ then ↓



HOLY BIBLE  
GOALS: ~~ENTERTAINMENT~~  
Undercuts purpose!

NOT ALIENATION  
- Controller development...  
- MANY VERBS  
- Inaccessibility  
- longer games...  
- who's got time?

+ freedom + expression  
V.S.  
+ budget - ad-friendly  
Same for games?

zinester! v.s. INDUSTRY

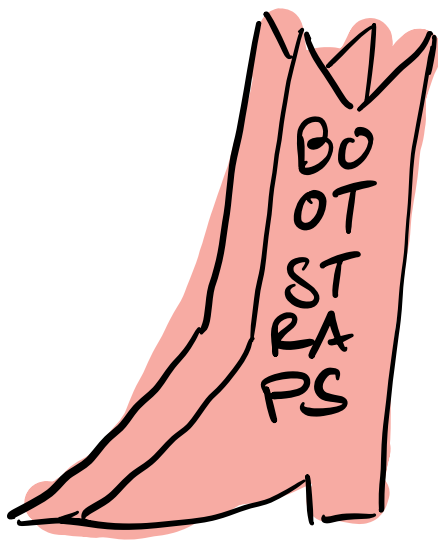
Similar mechanics  
↓ transition...

IDEAS  
UT/DR

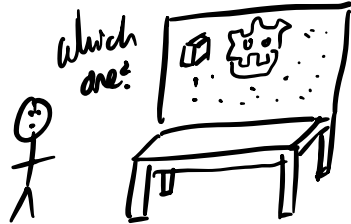


- smaller budgets  
- smaller audiences  
- HUGE impacts

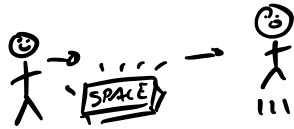
Why bother?  
MDA is effective for story telling!  
relationship building!  
sacrifice!  
explains heavy themes safely!  
→ next huge art form....



# 1. Choose a Tool



# 3. Do... Something



- does this match?
- location matters!

# 6. Player Verb



- increase verbs
- rules have relationships w/ are smaller!
- more complex interactions!

# 9. Playtest



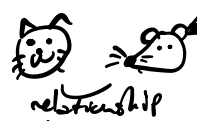
- replay every change
- have others play
- as many as you can top log
- diff. stages
- don't say any thing!
- keep in mind uncertainties
- CHANGE IT

# 2. Introduce a Character



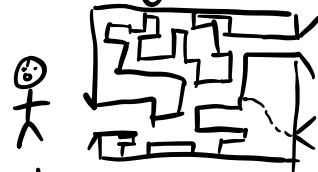
- capabilities? how you fit into
- difficulties of the world?

# 4. Introduce a SECOND Character



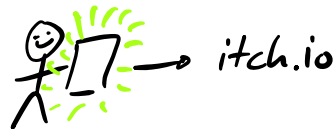
- something for player: avoids/sequines
- can represent:
  - unattainable dreams
  - power/authority
  - cautionary tale

# 7. Design a Level



- tension → climax
- inc. diff?
- falling action
- can be literal!

# 10. Distribute



- Media Fire???
- social media
- be creative! commissions
- hard copies?
- burn the CD and put it in a store!
- have free copies/codes!

# 5. MAKE SOME NOISE



- record your own
- free sounds online
- background loops...

# 8. Finish the Story TITLE screen

- not always necessary (title)
- always necessary if finishing story
- convey goal?
- text should be clear on an ending!

# 11. DO IT AGAIN!!!