

ANIMAL CROSSING



- cutesy, cartoony, childish
- **MORTGAGE DEBT, INTEREST**
- vicious cycle for Syp.
- not like the reading anymore...
- community outside the game

RHETORIC

PROCEDURALITY

- sets of constraints on possibility space
- videogames > software (in procedurality)



PLAY

- for children → not serious
- free space of movement within more rigid structure
- renegotiating possibility space



- constraints... in writing?

RHETORIC (finally)

- so much background...
- stems from identification?
- visual rhetoric
 - ads
 - photos
- in games, visuals are subordinate to process...

PROCEDURAL RHETORIC

- process as persuasion
- interrogate aspects of a modeled experience
 - anti-advergaming
 - like the insulin game

Interrogating Ideology

- ideology → abstract theory
- no cultural vacuum!
 - America's Army
 - political sin? - Rules of Engagement

Making + Unpacking

- ideology may be unintentionally exposed
- Take Back Illinois
 - "not brainwashing"
 - "afforded an understanding"
 - If no alternative is provided and the FOOS are not questioned, IT IS BRAINWASHING

Learning

- critiquing and learning about **SYSTEMS**
 - consumer capitalism
 - politics
 - evolution

SYSTEMS

- possible pedagogical tools
 - yes & P1
- luring into C.S. via gamdev (this happened to me...)

Bully

- social commentary + satire

Spare

- evolution vs natural selection
- discover the argument through choices &