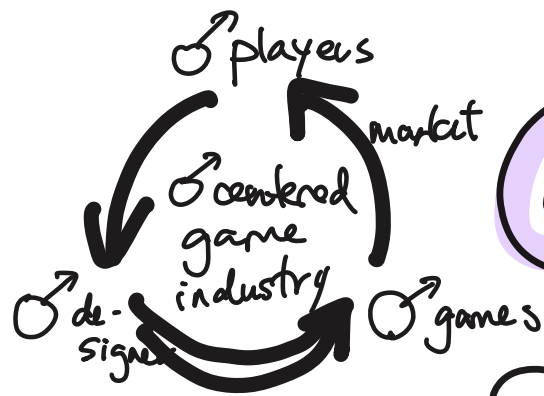
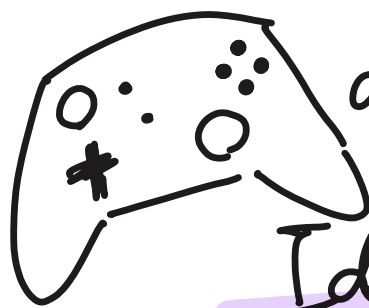




Ch1. The Problem with Video Games



as an art form transmitting
Ideas & Culture

but games are limited in the stories, voices they speak.

ZINES

as Games -
personal artifacts

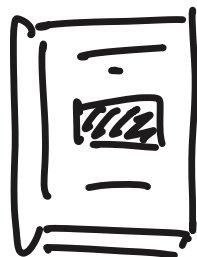


ZINESTERS

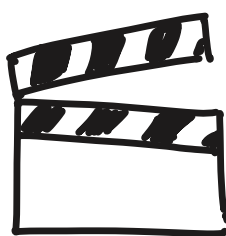
by hobbyists, independent designers

Various Art forms have various Forms of Expression

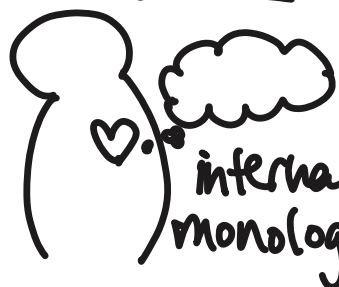
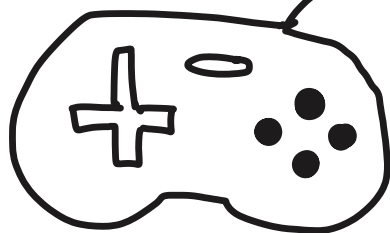
19c. Novels



20c. Film



21. Games ... ?

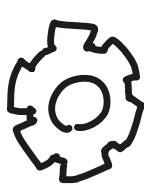


internal monologue



Action Physical detail

Exploring systems dynamics



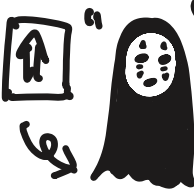
tasks for Game Making!

Task ① Choose a tool
eg. game factory. game maker. scratch
Twine (written fiction - HTML)

Task ② Introduce a Character

Task ③ Teach Character Conflicts to do something.

"Kaonashi. jump!"



this is a "verb"

Task ④ New Character!

hi



Task ⑤

Make Noise

FLAP
FLAP

Task ⑥ More Verbs

LEFT

RIGHT

Task ⑦ Design Level (i.e. story)



"Get Kaonashi to the human world!"

Task ⑧ Finish story



Task ⑨ Iterate, redesign

Task ⑩ Distribute!

Task 11 Make more!



Ch7. By your Bootstraps