




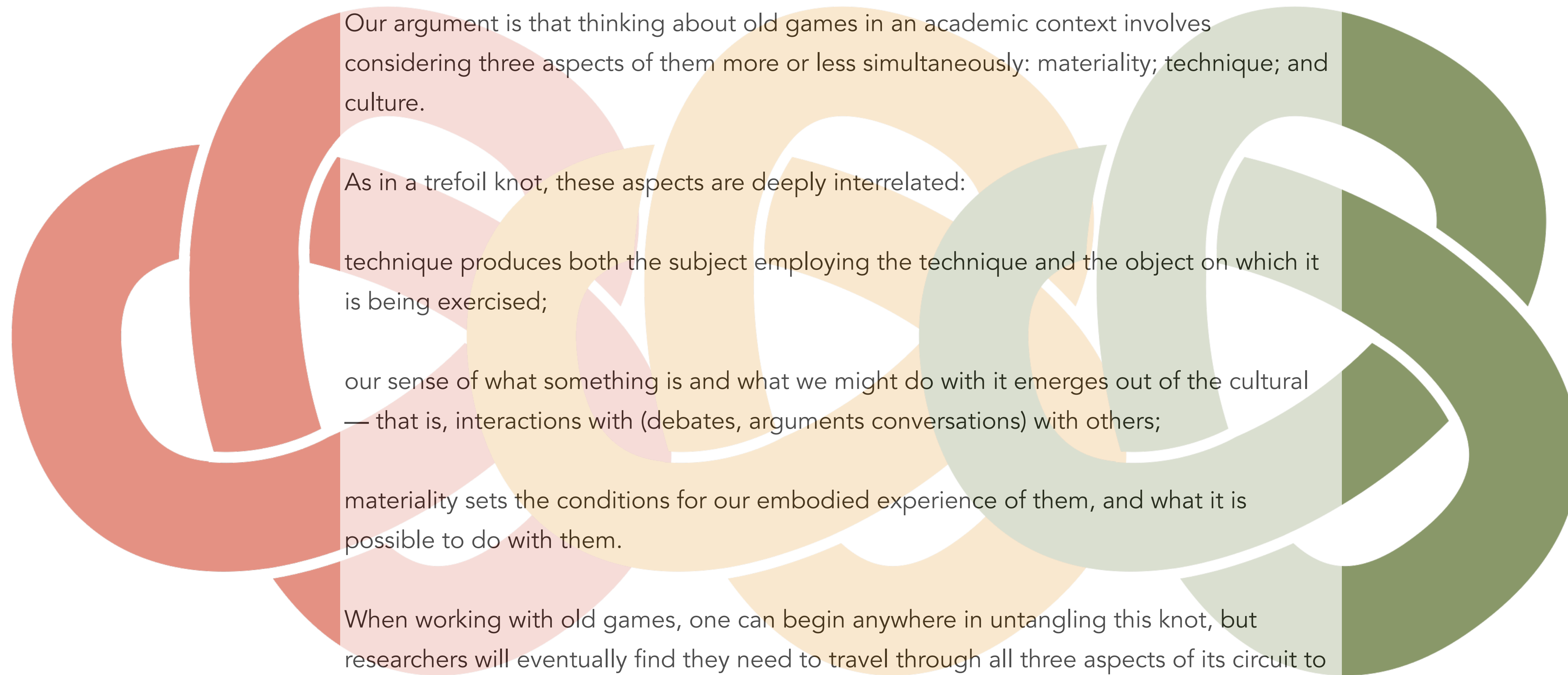


The Knot: Situating Old Games (Research)

Rilla Khaled & Darren Wershler
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-  TECHNIQUE/TECHNICAL
-  MATERIALITY
-  CULTURE



Our argument is that thinking about old games in an academic context involves considering three aspects of them more or less simultaneously: materiality; technique; and culture.

As in a trefoil knot, these aspects are deeply interrelated:

technique produces both the subject employing the technique and the object on which it is being exercised;

our sense of what something is and what we might do with it emerges out of the cultural — that is, interactions with (debates, arguments conversations) with others;

materiality sets the conditions for our embodied experience of them, and what it is possible to do with them.

When working with old games, one can begin anywhere in untangling this knot, but researchers will eventually find they need to travel through all three aspects of its circuit to say anything meaningful.

- TECHNIQUE/TECHNICAL
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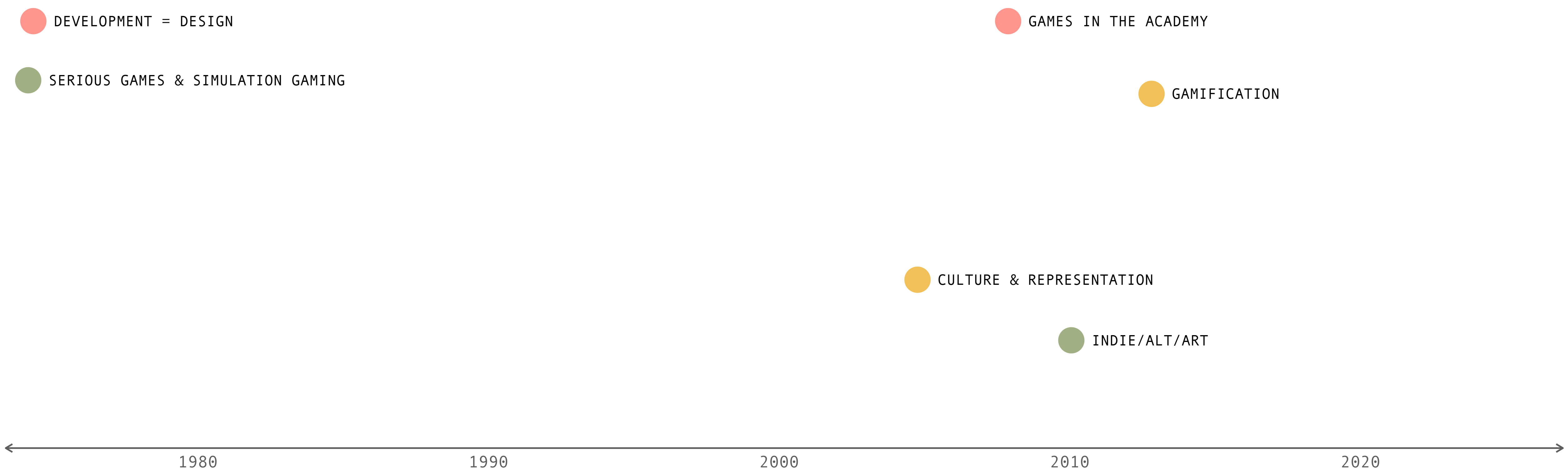
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Thank you Darren 🙏

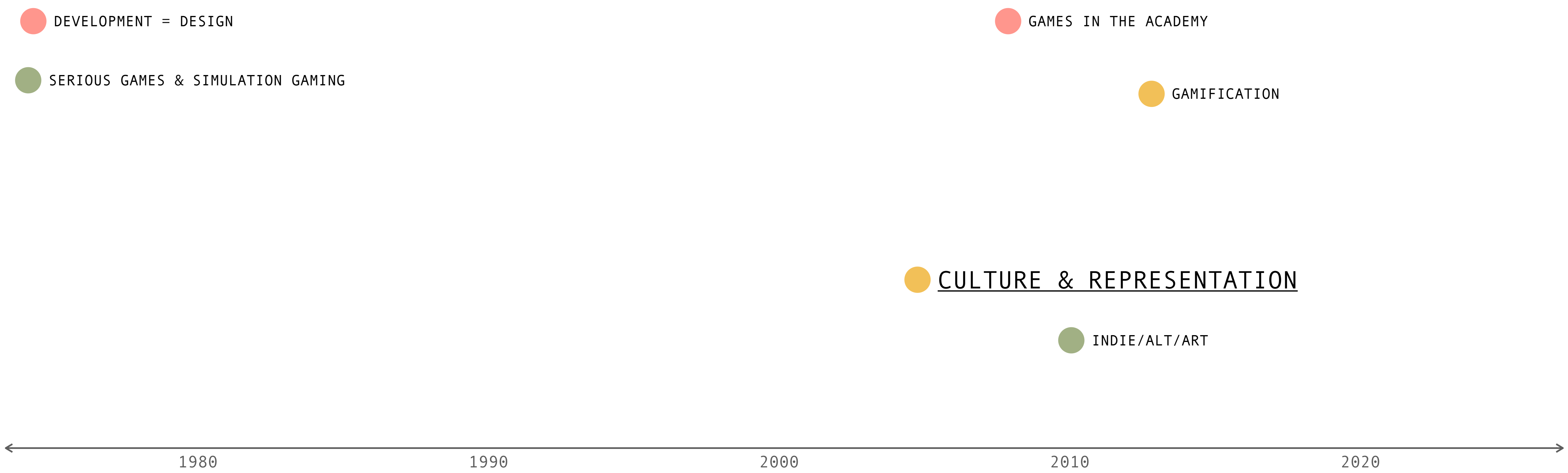
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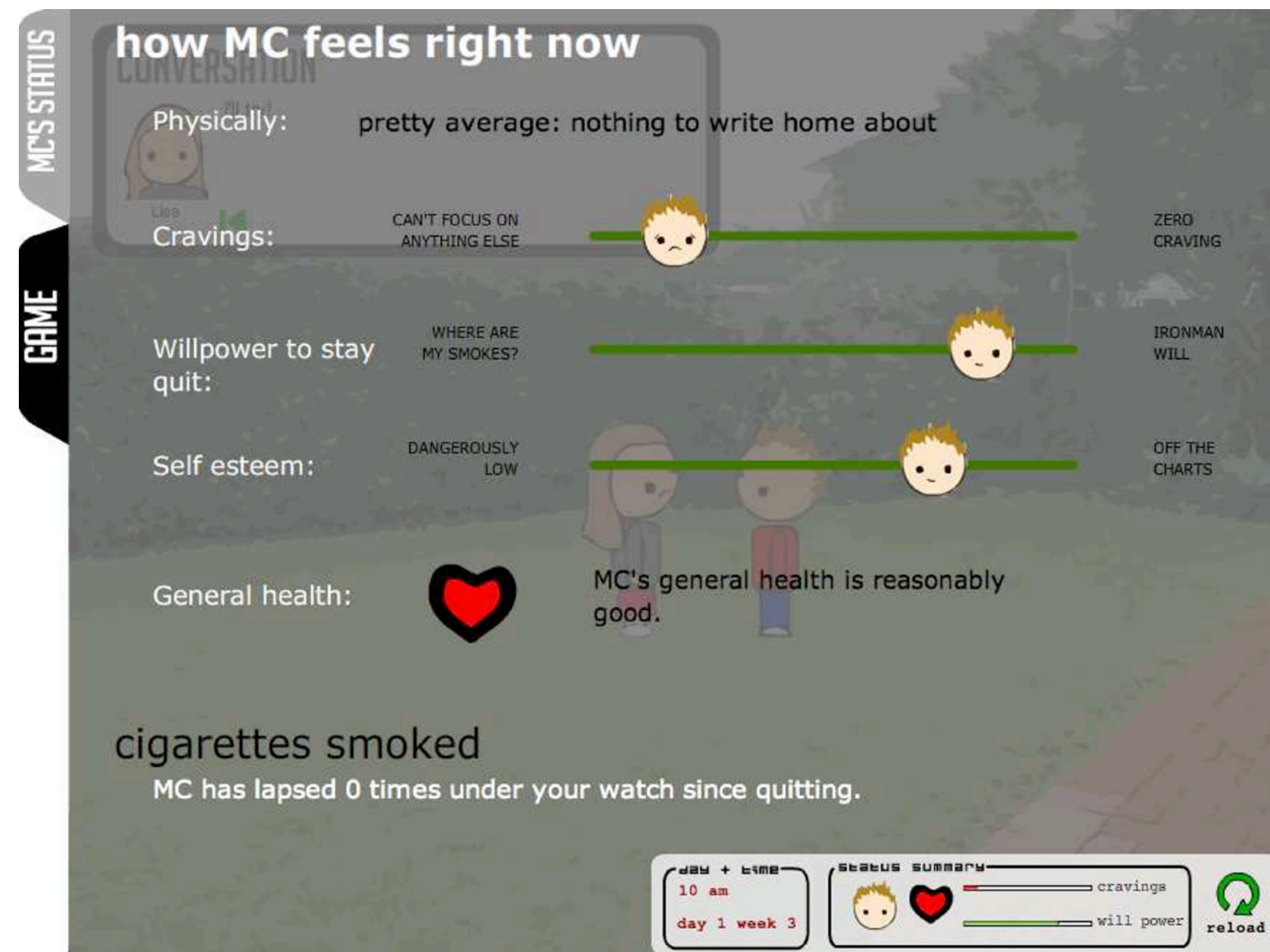
- TECHNIQUE/TECHNICAL
- MATERIALITY
- CULTURE







- TECHNIQUE/TECHNICAL
- MATERIALITY
- CULTURE



Picture source: My blood, sweat, tears, and Flash. RIP Flash.

SMOKE? V1 RILLA KHALED



Picture source: My blood, sweat, tears, and Flash. RIP Flash.

SMOKE? V2 RILLA KHALED

jerz.setonhill.edu/blog/2005/10/31/3823/

Enduring

Jerz's Literacy Weblog (est. 1999)

Jerz Culture Ethics Humanities Journalism Literature Media Sci/Tech Writing About Search

Serious Games Summit DC 2005 Blogging

Dennis G. Jerz / 31 Oct 2005

Serious Games Summit DC 2005 Blogging ([Jerz's Literacy Weblog](#))

Here's my schedule for the first day of the Serious Games Summit, which starts in a few minutes here in Arlington, Va., a suburb of Washington D.C. I do enjoy the mixture of commercial, government, educational and indie content, but the biggest draw is probably the dollars at stake to be extracted from government agencies for military training. I'll check out the booths of course, but the government/military/business angle is not why I'm here.

Signs That I'm Not at a Humanities Conference

1. Demonstrating the seriousness of the situation: Whatley mentioned that one of his EULA (end-user license agreements) includes the warning "death and dismemberment are not our fault."
2. When I asked a question about simulation, Whatley's response began with, "If I shoot a bullet at you..."
3. The word "pedagogy" appears in one of the presentations, not simply to be dismissed as pedestrian and non-theoretical, but in the speech bubble of the beach bully kicking sand in the face of a scrawny little game designer, in a remix of the classic comic book advertisement for body-building snake oil.
4. To be continued??

Last year there was a T-shirt. This year? A plastic bag with a program, a promotional CD from Anark (one of the sponsors) and a few other fliers. (I overheard one of the conference organizers say that nobody offered to sponsor the t-shirts. Shame.)

I certainly hope there are muffins or cookies somewhere around here. [Update: There are.]

5 thoughts on "Serious Games Summit DC 2005 Blogging"

Eric P 4 Feb 2006 at 11:53 pm
Shamless plug. For those of you interested in serious games, check out <http://www.seriousgamesmagazine.com>.
My first goal is to build the job board listed on the site.
[Reply](#)

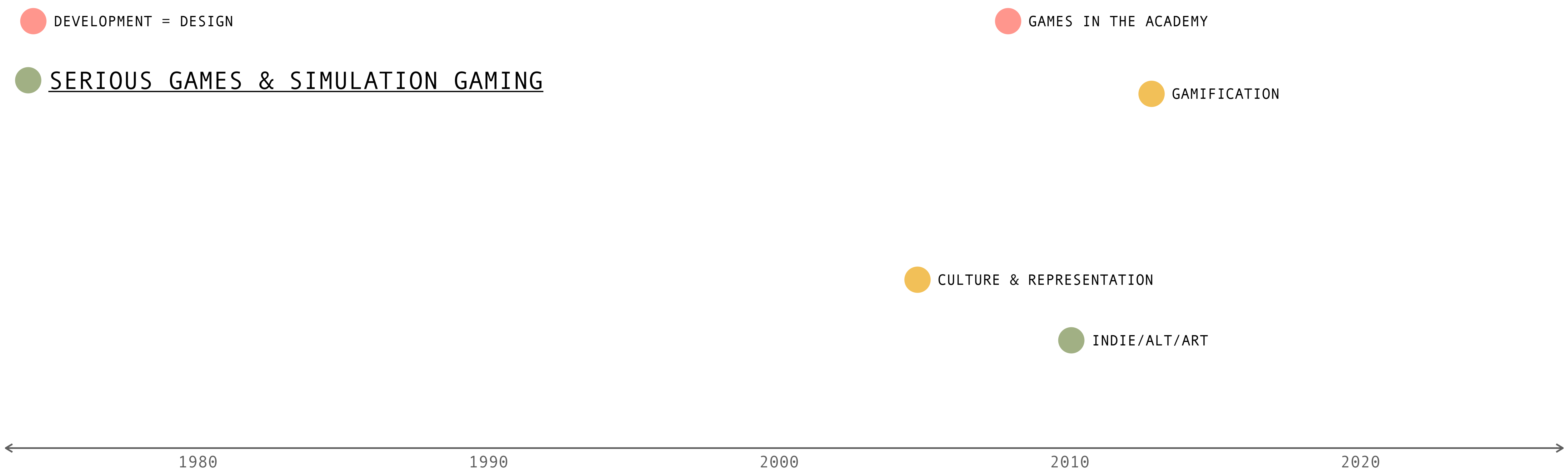
rosemary 1 Nov 2005 at 12:15 am
Lou, hello to you too! Dennis, thanks for the update on the cookies and muffins – glad you found them!
[Reply](#)

Jason 31 Oct 2005 at 1:12 pm
Thanks for blogging the panels, Dennis, for those of us who couldn't pony up for the Summit this year.
[Reply](#)

Current (8 hr)

Trending (48hr)

"the biggest draw is probably the dollars at stake to be extracted from government agencies for military training"



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“We are concerned with serious games in the sense that these games have an explicit and carefully thought-out educational purpose and are not intended to be played primarily for amusement. This does not mean that serious games are not, or should not be, entertaining.”

— Clark Abt, *Serious Games* (1970).

The New Professional Edition of:



What is BaFá BaFá?

A highly involving simulation in which participants experience diversity through the metaphor of "living" in a multicultural environment.

Utilizing BaFá BaFá, the director helps participants look at their organization through a "different set of lenses."

The experience enables participants to identify the practices, values, and attitudes that make it difficult for the organization to take full advantage of the diversity within its work force.

A post-simulation discussion/analysis helps participants understand the reasons behind the behavior they experienced and observed during the simulation. The experience creates a new awareness and appreciation of people from diverse backgrounds.

BaFá BaFá often serves as a metaphor for talking about diversity issues within the organization in a safe and constructive way.

How can BaFá BaFá be incorporated into your training?

- As a stand-alone experience to increase insight into diversity issues
- As an experiential module in a diversity workshop or training program
- As a diversity awareness training that identifies issues surrounding communication skills, sexual harassment, gender differences, effects of power, aging workforce, disabilities, cultural differences
- As a supplement to employee orientation programs, organizational development programs, or diversity task force programs.
- As a method for gaining buy-in and support for the goals of your company's diversity efforts.
- As a module in a team building course
- As an important module in Americans With Disabilities Act programs
- As a way to prepare employees for an overseas assignment

What does BaFá BaFá offer?

- *Awareness* — participants become aware of how profoundly cultural differences can impact the behavior of people in an organization.
- *Insight* — participants gain insight into the way stereotypes are developed, barriers created, and misunderstandings magnified.
- *Dialogue* — participants are provided with a safe vehicle to discuss the ways cultural, physical and racial differences affect others as well as themselves.
- *Issues* — participants identify diversity issues within the organization that must be addressed.
- *Solutions* — participants create a plan for developing the potential of a diverse work force for the benefit of both the individual and the organization.

Participants develop a set of guidelines to help them work more effectively in a culturally diverse environment. In addition, participants take away an action plan for adapting to a work culture when he or she is the one who is different, and an action plan for coaching and working with people who are different.

- *Now available in Spanish and Portuguese.*

How many can participate?

Eighteen to 300.

How long is the training?
The simulation takes 1 1/2 hours. The discussion may take 1/2 hour to 4 hours depending on the goals of the training session.

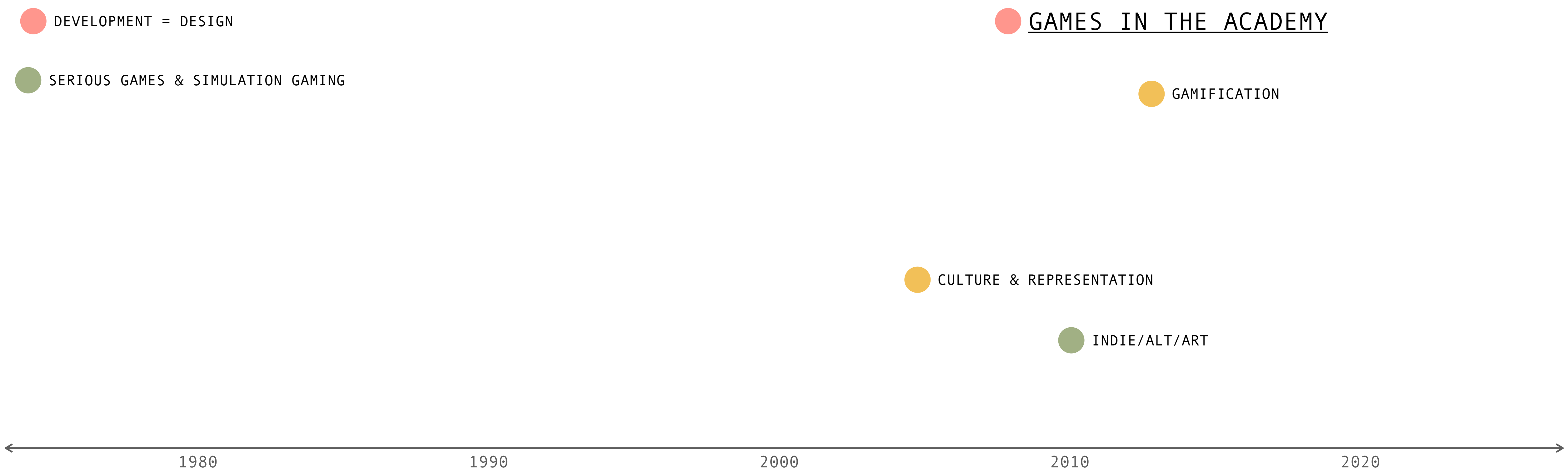
For more information call:
858 450-3400



Simulation Training Systems
www.SimulationTrainingSystems.com

- Learning from a game isn't like delivering medication from a pill. You need external facilitation and discussion and reflection to make it stick.
- Educators need materials and support for how to use learning games, so develop secondary learning materials.

Picture source: <https://www.simulationtrainingsystems.com/professional-bafa-bafa-at-a-glance/>



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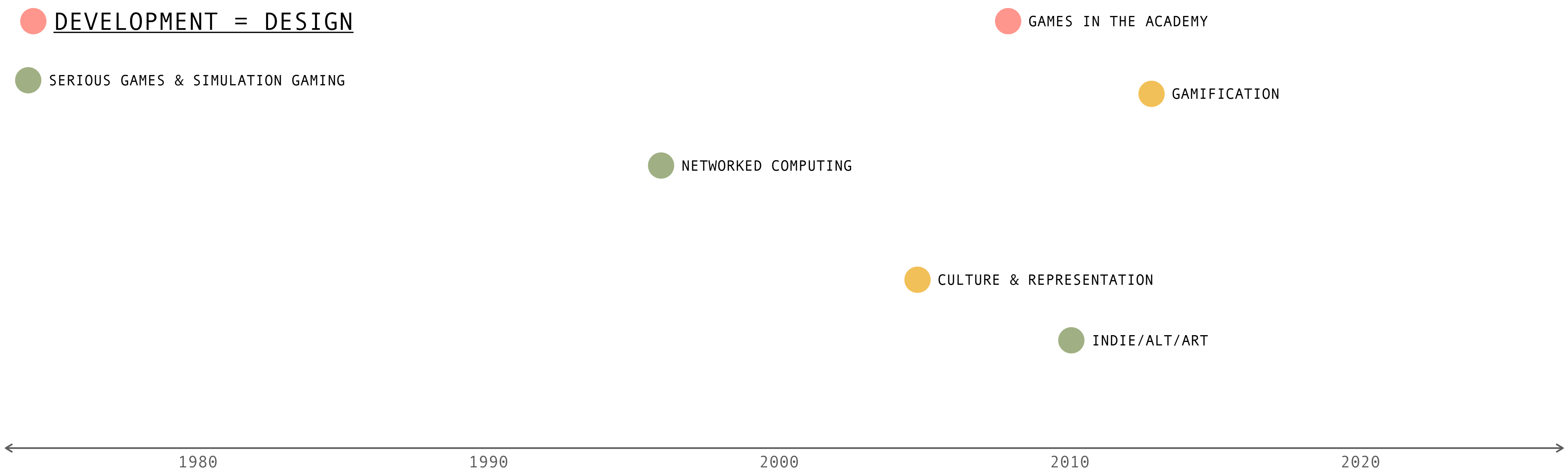


Picture source: Rilla Khaled



DESIGN != DEVELOPMENT != CULTURE





- TECHNIQUE/TECHNICAL
- MATERIALITY
- CULTURE



Picture source: <https://store.steampowered.com/app/1443430/Rogue/>

ROGUE. MICHAEL TOY, GLENN WICHMAN, KEN ARNOLD, JON LANE.



Picture source: <https://store.steampowered.com/app/1443430/Rogue/>

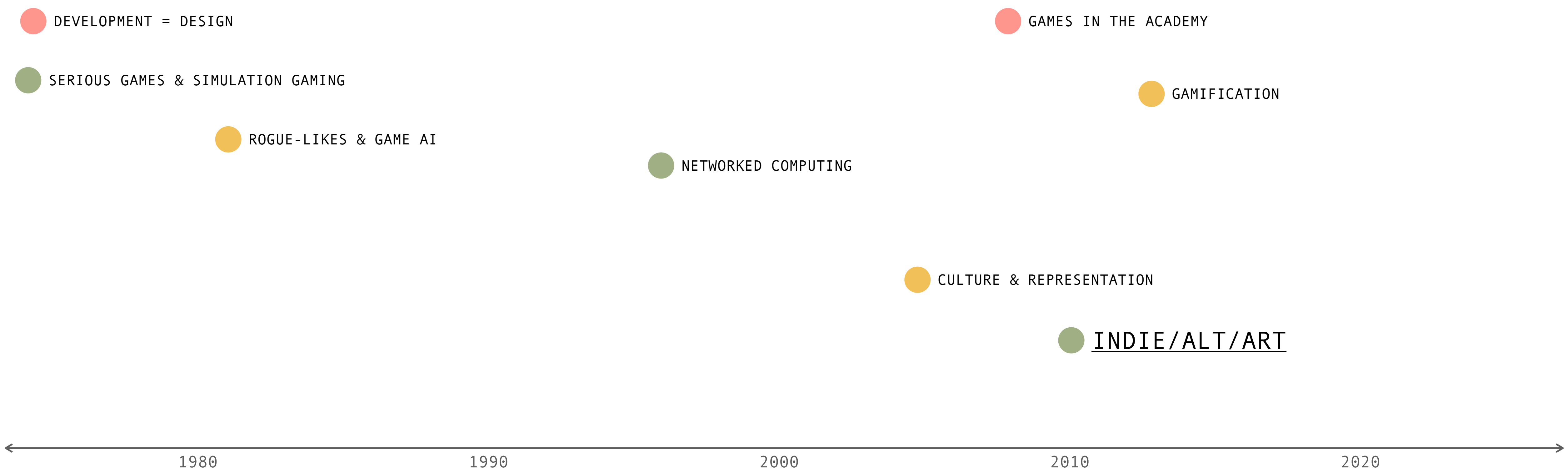
THE MAKING OF PRINCE OF PERSIA. JORDAN MECHNER.

MAY 17, 1986

I think the best way to do the digitizing for the game may be to shoot it in Super 8, put it on the Moviola, then train the video camera on the screen and feed it directly into the digitizer. That'd result in a cleaner picture, eliminate the freeze-frame noise. Also, I could manipulate image size by zooming in and out.

One disadvantage is the hassle of getting Super 8 film developed. And I'd need a movie camera as well as a video camera.

How's this: Buy a video camera now, shoot on video the best I can, digitize it – noise and all – and use it as a dry run placeholder, while I program the rest of the game. Then shoot the final stuff on Super 8 once I have a clearer idea of what I need.



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freegameplanet.com/safety-instructions-browser-game/



FREE DOWNLOAD GAMES FREE BROWSER GAMES HIGHLY RECOMMENDED GAMES GAME CATEGORIES ▾ SUGGEST A GAME

Safety Instructions – Browser Game



Safety instructions is a fabulously funny little typing game in which you must type out your actions in order to escape an airplane crash in one piece.



ALPHA BETA GAMER

Video Game Alpha & Beta Testing



Picture source: <https://pippinbarr.com/the-artist-is-present/info/images/the-artist-is-present-banner.png>

THE ARTIST IS PRESENT. PIPPIN BARR.



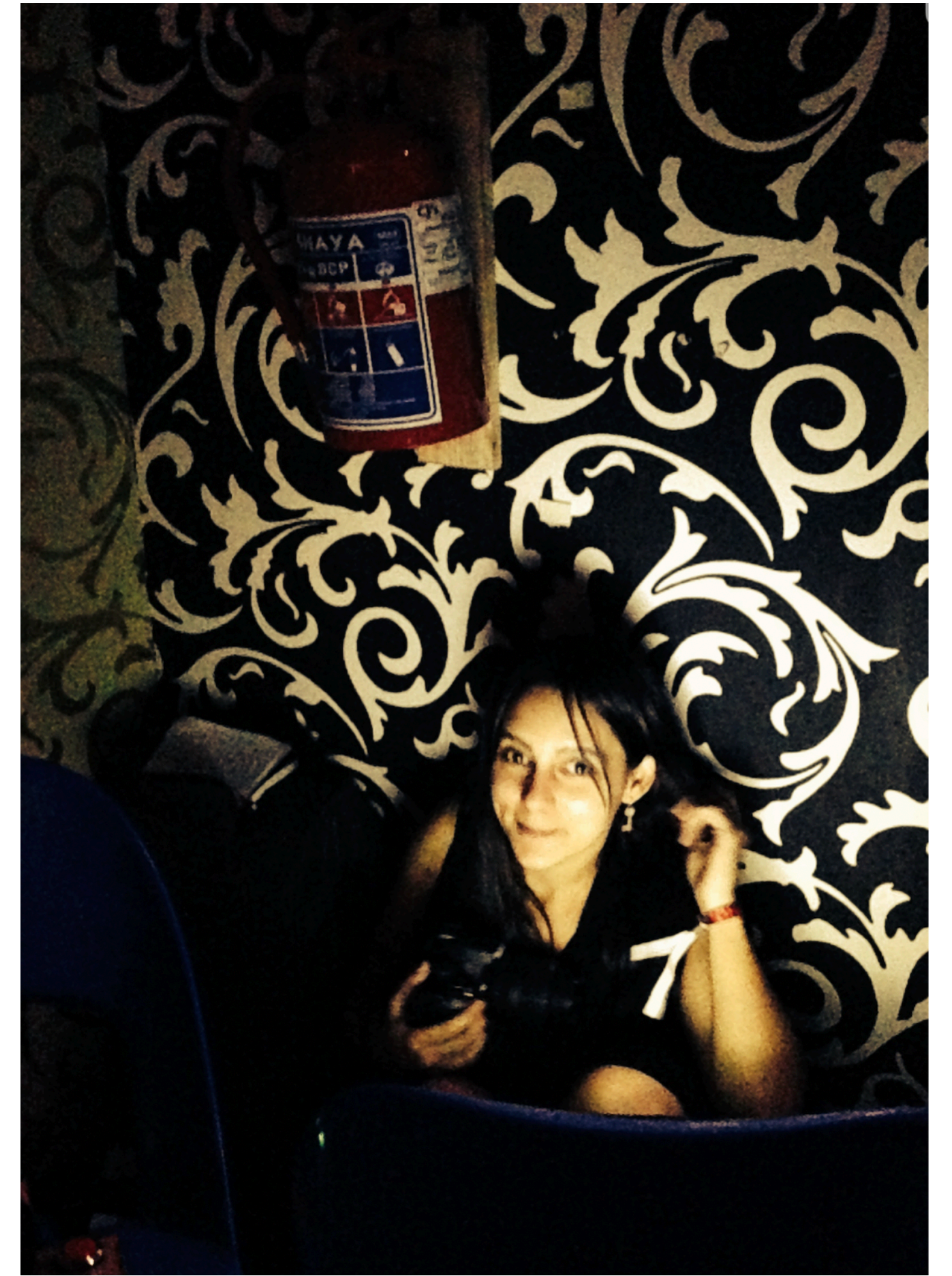
Picture source: https://media.npr.org/assets/img/2014/05/07/jsjoust-brent10_wide-ef57919065645cc4111c4ab7c1fbc538cfd240cc.jpg

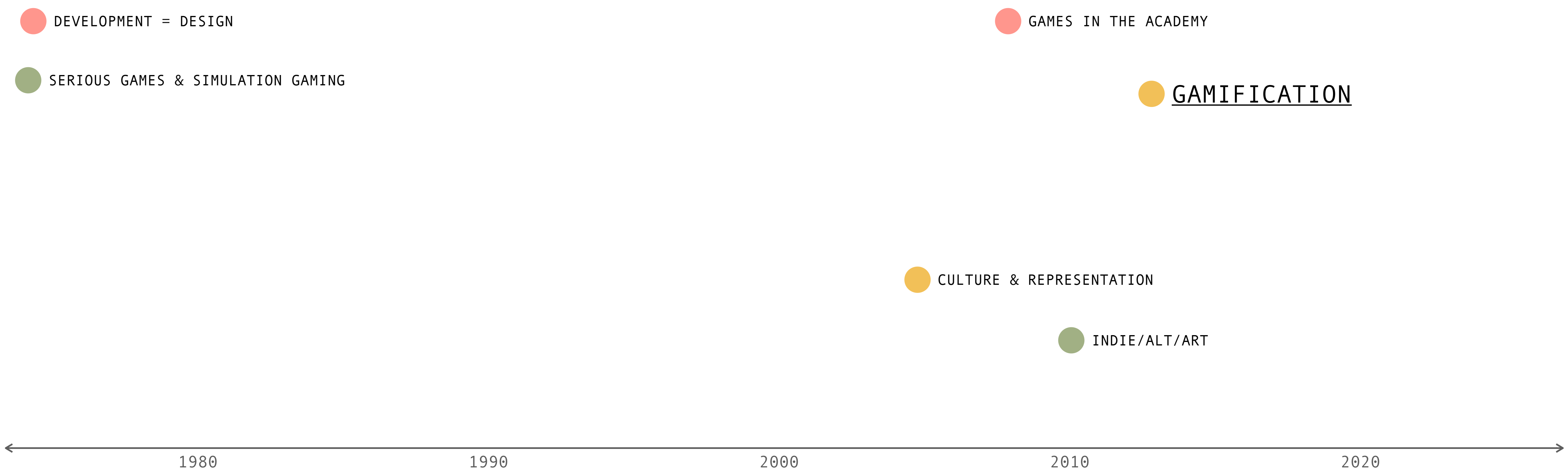
J. S. JOUST. DIE GUTE FABRIK.



Picture source: Rilla Khaled

AMAZE JOHANNESBURG 2014

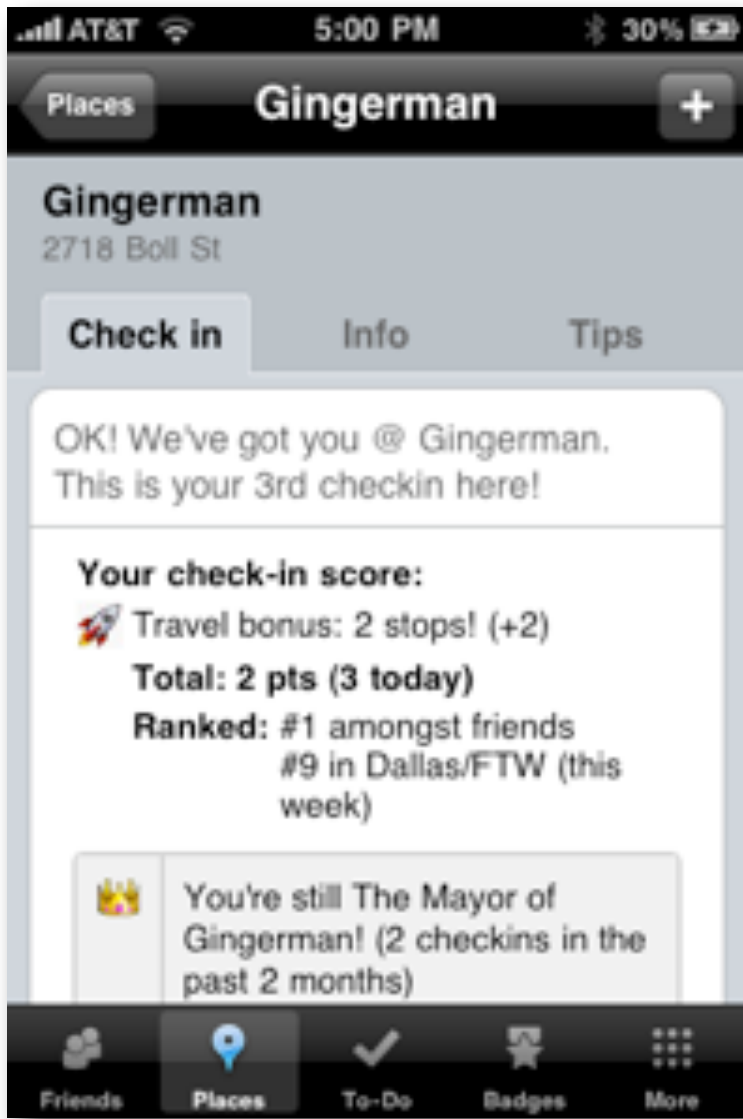
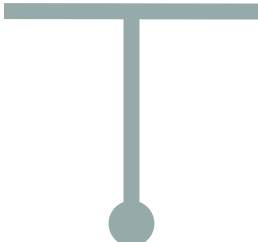




AS IMPLEMENTED IN INDUSTRY

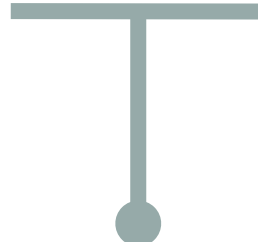
Points

Tracking, Feedback



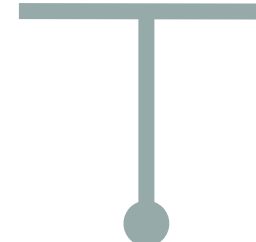
Badges

Goal-setting



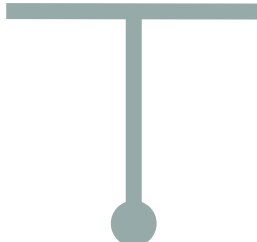
Leaderboards

Competition



Incentives

Rewards

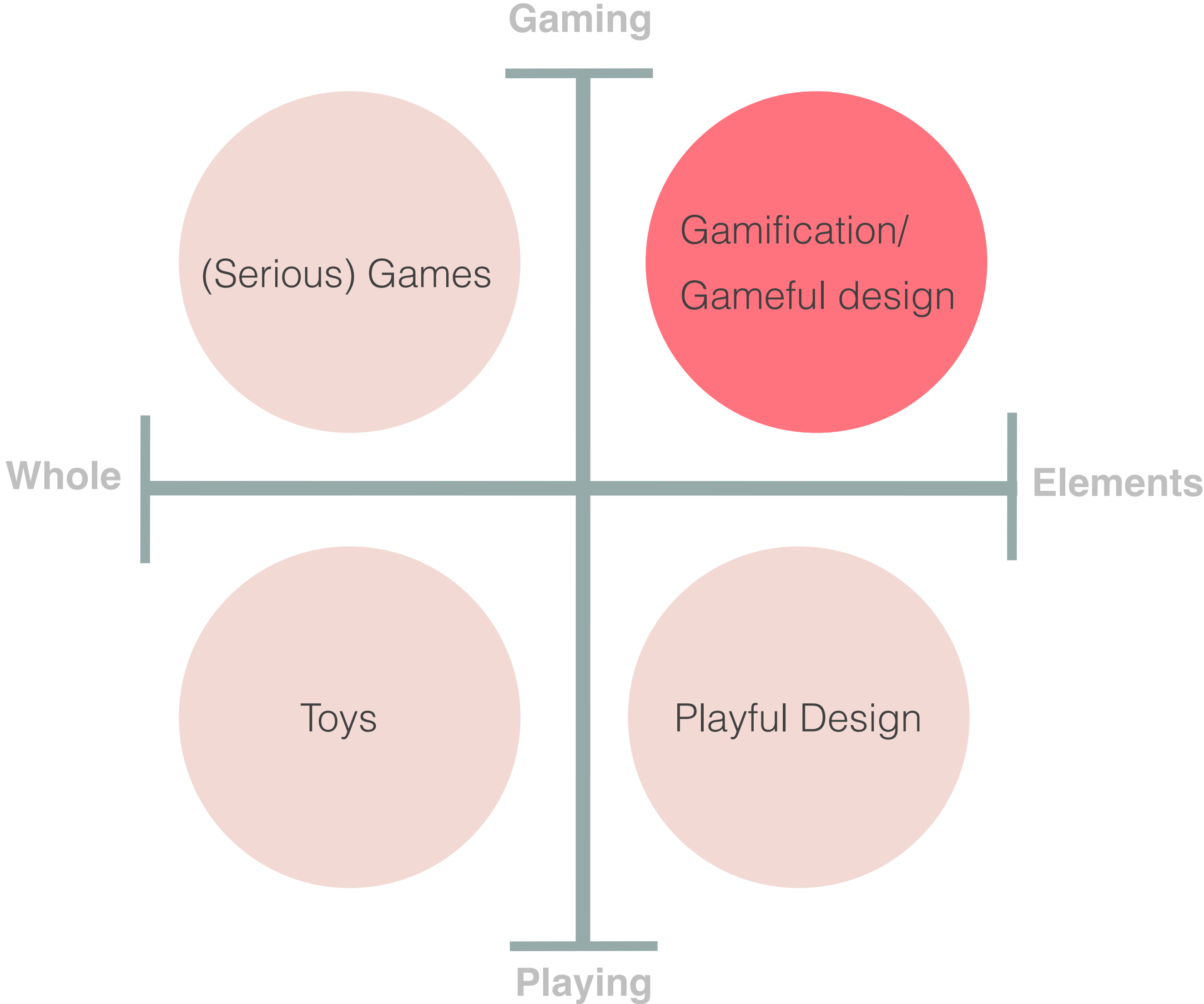


GAMIFICATION DEFINED

“The use of game elements in non-game contexts”

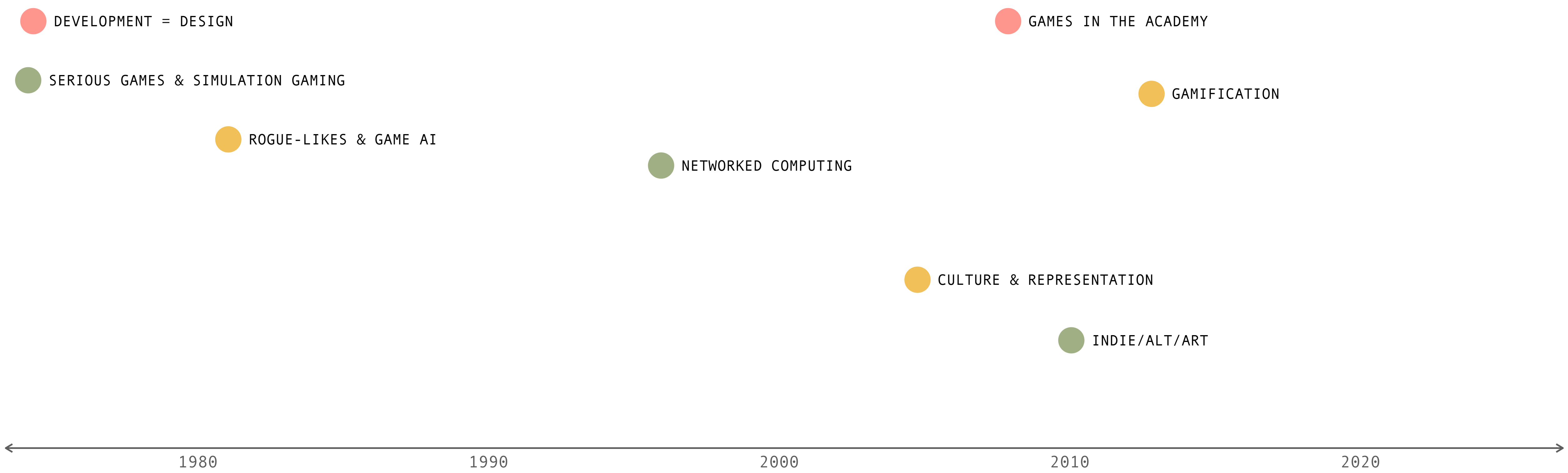
Source:

▶ Sebastian Deterding, Dan Dixon, Rilla Khaled, and Lennart Nacke. 2011. From game design elements to gamefulness: defining "gamification". In Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments (MindTrek '11).



Gamification is marketing bullshit, invented by consultants as a means to capture the wild, coveted beast that is videogames and to domesticate it for use in the grey, hopeless wasteland of big business, where bullshit already reigns anyway.

— IAN BOGOST



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