## Index

400 project, 109, 190 Aarseth, Espen, 15, 16, 17 Abstract games, 1, 130–131, 142, 160–161, 176, 200 Adaptation, 48-51, 58, 172. See also Stylization Adventure, 72 Aesthetics of mind, 93 Aesthetic index, 93 Affinity between games and computers, 5, 38, 52–53, 201 Age of Empires II, 145, 172–173 Algorithms, 61-63, 120, 201 Alice, 145–147 Al-Khwarizmi, 201 Amplitude, 176–178 Andersen, Klaus Silberbauer, Christian Güttler, and Troels Brun Folmann, 108-109 Anspach, Ralph, 192–193 Anti-Monopoly, 192–193 Aristotle, 15 Artifical intelligence, 8-9 Asymmetry between rules and gameplay, 73-75, 77-78 Atkins, Barry, 15 Attachment. See Player attachment to outcome

Avedon, E. M., 9, 21, 203n2, 30 Axis & Allies, 141, 145 Backgammon, 4, 23, 50, 200 Balancing, 207n16 Battlefield 1942, 46-47, 150, 165, 188 - 189Battlezone, 138–139 Björk, Staffan, Jussi Holopainen, and Sus Lundgren, 106 Black & White, 151 Blue arrow of the video game, 190 Board games, 2, 5, 12, 13, 23, 48–51, 58, 60, 73, 141, 164, 176 Bordwell, David, 151, 156, 203n1 Braitenberg, Valentino, 209n5 Brooks, Peter, 156 Burnout 2, 161, 193-194 Bust-A-Move, 131–132

Caillois, Roger, 10, 12–13, 29, 30, 31, 33, 35–36, 42, 164 Card games, 23, 28, 48–51, 60 *Carmageddon*, 161 Challenges, 5, 19, 55–56, 67, 92– 116 aesthetics of, 110–116 consistency of, 115–116 in emergence games, 105–110 Challenges (cont.) in progression games, 97-101 limitations of, 112–115 Chatman, Seymour, 48, 156, 159 Cheat codes, 34, 162, 199 Checkers, 12, 46, 131, 142 Chess, 8, 43, 75–76, 96, 105–106, 141 Choke points, 107, 108–109, 188– 189 ChuChu Rocket, 59, 97–104 Chunking, 96, 101, 106 Church, Doug, 109 Classic game model, 6-7, 23-54, 197 - 198borders of, 43-44 defined, 36 illustrated, 44 limits of, 54 video games after, 53-54 Coffin, Stewart T., 111 Community. See Games, and community Coherent worlds. See Fictional worlds, coherent Competition, 10, 19 Complexity, 77 Conway's Game of Life, 43, 78–79 Counter-Strike, 42, 66-67, 80, 88-91, 109, 150, 166-167 camping in, 66-67 Crawford, Chris, 18, 30, 31, 71, 107, 110-111 Csikszentmihalyi, Mihaly, 16, 112-115, 155 Culin, Stewart, 9, 23, 64 Cut-scenes, 16, 135, 145-147 Dance Dance Revolution, 28, 51, 115 Danesi, Marcel, 9, 57, 93-94, 101

De Groot, Adriaan D., 9

Death Race, 161 Defender of the Crown, 116 Denki Blocks, 131–133 Deus Ex, 76, 81, 111–112 Difficulty metaphors, 172–174 Donkey Kong, 123–130, 141, 200

Easy to learn but difficult to master, 65 Effort. See Player effort Emergence, 76-82, 106-110, 200 games of, 5, 56, 67, 71-72, 73-82 as irreducibility, 80-81 as patterns, 80 as a property of the game or the player, 80, 82, 105-106 as surprise, 81 as variation, 80 Emergence game with progression components, 72 Emergent gameplay, 76 Emergent narrative, 157–159 Eno, Brian, 201 Eskelinen, Markku, 15 Event time. See Fictional time EverQuest, 72, 80, 91, 122, 134-137, 155, 159

Falstein, Noah, 110, 190 Fiction, 6, 21, 121–162 cuing rules, 167–169, 176–177, 195–196 fading, 139–141 optionality of, 141 and rumors, 138–139 and storytelling, 122 Fictional time, 142–147 Fictional worlds, 122–123 coherent, 131–132, 148, 162, 166, 190

creation of, 133-139 disconnected, 159-151, 166-167 incoherent, 130-133, 139-141, 148-151, 160, 166-167 incomplete, 122 retelling test, 141 source of incoherence of, 151 FIFA 2002, 34, 58, 151–153, 165, 170, 176 Fish, Stanley, 193 Flashbacks and flash-forwards, 147-148, 160 Flow, 112-115 Formal equivalence versus experiential variation, 51-52 Formal abstract design tools, 109 Foursquare, 11 Frasca, Gonzalo, 15, 16, 209n2 Frequency, 176–177 Friedman, Ted, 191 Fun, 18-20, 55, 88, 113 Functional stylization. See Stylization Galaga, 112–114 Gamasutra, 18 Gambling, 28 Game, player, world, 23–24, 32–33, 36-37, 197-198 Game design patterns, 106-110 Game design, 18, 163, 200 Game Developer Magazine, 18 Game Developer's Conference, 18 Game ecology, 17 Game guide test of progression and emergence, 71 Gameplay, 19, 65, 83-92, 199-200 origins of, 88-91 and the social, 91-92 Games, 23–54 and community, 34, 91-92, 207n17

changing the player, 96 cultural status of, 20-21 defined, 6-7, 29-36 definitions compared, 29-36 in different languages, 28-29 innovation in, 201-202 meaning of, 191-194 and narratives, 15-17, 156-159 as objects and activities, 43-45 and players, 11, 35 separate, 33, 35-36, 41-43 the study of, 7-18 transmedial, 7 unproductive, 33, 35-36 voluntary, 31 Game state, 49, 60, 143 Game theory, 8, 59–60 Game tree, 56, 60–61, 90, 106, 188, 198 - 199Gaming, 67 Giants: Citizen Kabuto, 110 Go, 38 Goals, 35, 199-200. See also Effort; Player attachment to outcome; Valorization of outcome as valorization, effort, and attachment, 35 Goffman, Erving, 12, 63 Golf, 21 Grand Theft Auto III, 21, 82-87, 152-153, 166, 170, 172, 176, 190, 199 Grodal, Torben Kragh, 156, 160–161 Haide, Hilder, and Peter Frensch, 95, 139 Half-Life, 122, 123, 148–149 Half-real, 1, 163, 167–169, 195–196, 199-200, 201-202 Handicaps, 38 Haptics, 135-136 Heron, R. E., 10

Hitman: Codename 47, 110, 179 Hobbit, The, 67-71 Hofstadter, Douglas, 28 Holland, John D., 59, 78, 79 Hughes, Linda, 11, 67 Huizinga, Johan, 10, 30, 33, 92, 164 Iconic games, 131 Immersive fallacy, 190 Implementations, 49–52, 170–172, 195 Incoherent worlds. See Fictional worlds, incoherent and incomplete worlds, 122-130 Incomplete worlds. See Fictional worlds, incomplete Information reduction, 63, 95, 139 Information, 59-60 Interesting choices, 19, 57, 92 Intransitive relations, 107 Invisible walls, 165–166 Jenkins, Henry, 15, 17, 21, 156–159 Johnson, Steven, 78, 79 Journal of the Philosophy of Sport, 10 Juul, Jesper, 13–16, 156–157, 177, 189 Kelley, David, 30 Kent, Steven, 21 King, Geoff, 15–16 Klevjer, Rune, 16, 207n5 Knuth, Donald, 62–64 Königsberg bridge problem, 9 Kreimeier, Bernd, 107 Krzywinska, Tanya, 15–16 Landlord's Game, The, 192–193

Lantz, Frank, 13–15 Laurel, Brenda, 16 Learning in games, 5, 56, 97–106 Legend of Zelda: The Wind Waker, 1, 190 Less efficient means, 33–34, 57–58 Level design, 76, 108–109, 163, 188– 189, 195 Lévi-Strauss, Claude, 8 Longest Journey, The, 72–75 Lopiccolo, Greg, and Alex Rigopulos, 176–177 Ludo. See Parcheesi Ludology, 15, 16 Lusory attitude, 38

Madsen, Helene, and Troels Degn Johansson, 184 Magic circle, 33, 164–167 Majestic, 54 Mancala, 64 Marbles, 64-65 Mateas, Michael, and Andrew Stern, 203n6 Max Payne, 208n12 McCloud, Scott, 170-171 Meier, Sid, 19, 57, 92 Metal Gear Solid 2, 136 MIT Assassins' Guild, 204n9 Monopoly, 42, 90, 192-193 Morgenstern, Oskar, 8, 59, 107 Morris, Dave, 18, 107 Murray, Janet, 15, 16, 133, 190 Music and rhythm games, 51 Myers, David, 112 Myst, 148, 177-179, 189 Mythocentrism, 15

Narrative, 122, 156–160 emergent, 158–159 and games (*see* Games, and narratives)

Narrativism, 16 Narratology, 15 Narratology and ludology, 15-16 Negotiable consequences, 35–36, 41-43, 54, 67 Neumann, John von, 8, 59, 94, 107 Newell, Allen, 9, 95-96, 205n15 Nomic, 66 Orthogonal unit design, 107–108 Parcheesi, 4, 23, 91, 200 Parlett, David, 52, 130 Pavel, Thomas, 8, 16, 122–123, 141, 167 Pearce, Celia, 158–159 Pengo, 149–150, 166 Physics as found objects, 49, 57-59, 67 simulated, 49 Piaget, Jean, 64–65 Piccione, Peter A., 23, 200 Pikmin, 183-187 Pinball, 21 Placement (of fictional time), 144– 145 Play, 10, 28–29 Player attachment to outcome, 36, 40, 54 Player effort, 36, 40, 54 Play testing, 64, 80-81 Play time, 141–142 Pong, 67-71, 198 Pop music, 201 Possible worlds, 122 Prince, Gerald, 156 Principle of minimal departure, 123 Professional sports, 42 Progression game with emergence components, 71

Progression, games of, 5, 56, 67, 71-73 Projection (from play time to fictional time), 143-145 Propp, Vladímir, 8 Puzzle Pirates, 173-174 Puzzles, 93-94, 97-106, 111 Quake III Arena, 28, 81, 88-91, 139, 142 Quests, 17, 72 Rampage, 161 Real, 167-169. See also Half-real Repertoire (of the player), 5, 56, 97– 102, 112, 115-116 Retaux, Xavier, and Juliette Rouchier, 139 Rilke, Rainer Maria, 21 Ring-a-ring o' roses, 28, 204n3 Robbe-Grillet, Alain, 207n2 Rock-paper-scissors, 92, 107 Rollings, Andrew, 18, 107 Rosenbloom, Paul S., 95–96 Rouse, Richard, 18, 80, 87 Rules, 5, 18–19, 36, 37, 53, 55–120 and algorithms, 61-63 arguing about, 65–66 cuing fiction, 121, 136, 167–169, 176-177, 195-196 decontextualization of, 63 enjoyment of, 116-120 as found objects, 67 as limitations, 57-58 making, 64-66 repeatability of, 45 and strategies, 59 types, 66-67 Rules and fiction, 1–2, 4, 164, 163– 196, 197, 199-200

as arbitrary relation, 8, 12-15 as a conflict, 177–183 matching, 188-189, 195 as meaningful relation, 13-15, 163, 177 - 183Rules of irrelevance, 12, 63 Ryan, Marie-Laure, 122-123, 160-161 Salen, Katie, 18, 30, 31, 45, 57–58, 164, 190, 204n6 Saltzman, Marc, 87 Satire, 15, 179–184 Sausssure, Ferdinand de, 8 Save games, 6, 110–111, 199 Senet, 4, 23, 200 Shannon, Claude, 8 Shelley, Bruce, 80 Shenmue, 133 Shogun: Total War, 143 SimCity, 28, 35, 47, 143–145, 191, 199 Simon, Herbert A., 9, 205n15 Simplification. See Stylization Sims, The, 20, 28, 35, 143, 151, 159, 189, 199, 201–202 and the classic game model, 35, 54 Simulation, 170–177 Skill acquisition, 95-97. See also Repertoire Smith, Harvey, 71, 76–77, 81, 82, 107-108, 111 Soccer, 46, 164–165, 176 Solutions, single or multiple, 111–112 Space Invaders, 59, 135, 152–153 Space, 164–167, 188–189, 195 Spacewar!, 3 Sports, 48–51, 57–59, 66, 164–166 Sportsmanship, 66-67

Rules and fiction (cont.)

Staged abstract games, 131–133 Star Wars, 157 StarCraft, 115, 208n9 State machines, 56, 60-61, 142 Storytelling ecology, 17 Strategy, 59, 90 complete, 59, 92, 120 dominant, 8, 59, 120 Structuralism, 8 Stylization, 170–177, 176 Suits, Bernard, 10, 28, 30, 33–34, 38, 57, 204n10 Super Mario 64, 153-153, 199 Super Mario Sunshine, 154-155, 165-166, 183–184 Sutton-Smith, Brian, 9, 10, 21, 23n, 30

Tacitus, 41 Tekken 3, 38-39, 59-60, 167-170 Tekken 4, 165, 179–183 Tennis, 142, 167, 172 Tetris, 59, 131, 133, 167 as an allegory, 133, 142 Themability, 13-15, 189, 199 Tic-tac-toe, 38–39, 51–52, 60–61, 92,94 as a mathematical game, 51-12Time, 141–156. See also Fictional time; Placement (of fictional time); Play time subjective, 153–155 violations of, 151-153 Titanic, 19 Tomb Raider, 141 Top Spin, 172-173 Tosca, Susana, 17 Traffic, 43 Transmedial games, 48–52, 55, 198 Transmedial storytelling, 48–52

Triangularity, 107 Tronstad, Ragnhild, 17 Ultima Online, 155 Unreal Tournament, 142, 165 Valorization of outcome, 36, 40, 54 Variable and quantifiable outcome, 36, 38–39, 54 Vib-Ribbon, 113-115 Video games and the classic game model, 52-54 history of, 148-151, 198-199, 201-202 the study of, 11-18 Virtua Tennis, 34, 170, 172 Waldrop, M. Mitchell, 77-78 Walker, Jill, 161 War, 28, 43–44 WarioWare Inc., 116-117, 133 Wibroe, Mads, K. K. Nygaard, and Peter B gh Andersen, 16 Willing suspension of disbelief, 190 Wittgenstein, Ludwig, 8, 23, 29 Witness, 179 Wolf, Mark J. P., 205n12, 208n7 Wolfram, Stephen, 77, 79, 80-81 Wright, Talmadge, Eric Boria, and Paul Breidenbach, 66 Wright, Will, 35

Zimmerman, Eric, 18, 30, 31, 45, 57– 58, 164, 190, 204n6