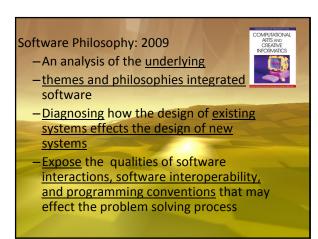


Software is philosophical.

Software is designed by people who have been influenced by a specific understanding of the way objects, people and systems work. These concepts are then transferred to the user, who manipulates that software, operating within the prescribed parameters.

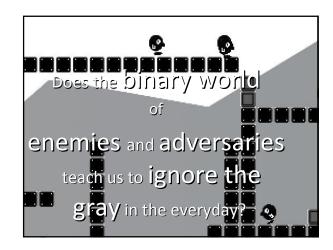
The designer reinforces an understanding of the world that is emphasized by the software they use. The designer and user then produce works that mimic these same philosophies instead of departing from them.



- Critical Gameplay:
 - Software Philosophy for Game Design and production
 - -Begins with application of **Critical Design**
 - Diagnose key questions in how games are played
 - Create games that illustrate alternate ways to play











Critical Gameplay

Are we forgetting how to play with

each other, because playing against each other is

more common?

Iterative Design and Development

- Investigating these practices yields a fundamental evaluation of the design process
 - IDEO / Design Thinking
 - Iterative design