

**Critical Gameplay**  
a collection of art games in instruction

Lindsay Grace

International Digital Media and Arts Association 7th Annual Conference  
Critical Gameplay: Lindsay Grace

**Critical Gameplay**


- **How do computer games effect the way we problem solve, socialize, or even view the world?**
- **Critical Gameplay seeks to offer alternate perspectives on the way we play**
- Aims to raise questions that encourage critical reflection on gameplay experiences
- **Rapid Design and Development – 1 game a week for 6 weeks**

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### Critical Cartography

– Creating maps that remind of us of the existing biases in our “world view” – perspective



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### Critical Design: Dunne and Raby

– Design to create debate about contemporary emerging technologies

– Interested in the cultural and ethical ramifications of the every day

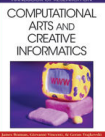


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### Software Philosophy-Lindsay Grace


- 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 within the rules set forth by the software developer.



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### Wait: Game 1 of 6




**Wait**, the player is encouraged to refrain from acting on the world. As the player moves the world disappears, but when the player waits, the world becomes more interesting. The majesty is found in the slow, controlled effort. Players are awarded points when the little things in life reveal themselves.

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## Black/White: 2 of 6





What happens if we can't assess characters by appearance?

Each character looks the same, but **threats** and **allies** must be assessed by **behavior** instead

Complicate binary assumption of most games

Binary Game:

- 2 Frame animation
- 2 types of Non-player characters
- 2 levels
- Black/White aesthetic

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## Exhibition



- Athens, Greece
- Rio, Brazil
- Oxford, Ohio
- Chicago, Illinois




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## CriticalGameplay.com



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