Introduction - The Claim

Overview
- Games introduce specific approaches to problem solving and conflict resolution.
- Serving as a kind of prescription which may be translated into philosophical approach.

Introduction

Purpose and Agenda
- Outline a set of fundamental observations about the instructive nature of video games.
- Create a perspective from which to consider new sets of instructive content for games through gameplay (new philosophies)
  - Introduce "Critical Gameplay" Design

Introduction - Why?

- Percentage of American households that play computer or video games
  - 68 %
  *According to the Entertainment Software Association 2009

Introduction - Why?

- Average number of years adult gamers have been playing computer or video games?
  - 12 years
  *According to the Entertainment Software Association 2009

Introduction - Why?

- Games sold
  - 54.2% Strategy and Role Playing
  - What Strategies are they teaching?
  - What Roles are they playing and learning?
  - Consider how role playing is used in education.
  *According to the Entertainment Software Association 2009
Introduction - How?

- Analyze via an educational lens
  - What must be learned to succeed in the environment

1. Learning from Necessity for Efficacy

- the video game industry is full of educational titles
- Most games require players to learn in order to play - we learn to play
  - In game environments a student must learn to stay in the classroom
  - The motivation is social and practical

- Employs a competency based system of objective matriculation
  - graduate through race car ranks by proving mastery of:
    - acceleration
    - breaking
    - holding a racing line
    - other fundamentals of Driver’s Education
- Not merely an exercise in turning when appropriate, it is a world that requires engineering knowledge and skill to navigate
- necessity is directly tied to the success (relevancy)
  - Students of Gran Turismo will be “left behind” if they do not succeed
  - Like a good instructor, evaluation in the game world is consistent, perpetual, and objective

- A quick glance at the game mechanics and game objectives of Gran Turismo indicate some clear learning outcomes:
  - Understanding the mechanical use of specific items on the car
  - Understanding the physical properties of drag, weight, and raw materials as they relate to high speed vehicle performance
  - An overview of the international models and makes of a leading car manufacturer
  - An introduction to racing classes, licensure, and track locations
  - Increased understanding of driving control and strategy
  - Introduction to the components used in most vehicles, including acceleration, stopping distance, ride control, and top speed

The syllabus
2. Understanding Versus Reporting
- Common dilemma in education
- Most good games require understanding, not simply recitation
- If you are to best someone in a first-person shooter, you must understand:
  - How the weapons work
  - Where the weapons are most effective
  - The geography of the space, objectives, etc.

3. Analysis for Understanding
- The accomplished game player: the game becomes a fiction to be analyzed in much the way a literature student examines a text.
- Understand intention by referencing the cannon of previous experiences to achieve successes

Game Design Lessons in Practice
- Review the lessons incorporated in games
  - What do common game mechanics teach us?
  - Goal: Create "Critical Gameplay"
    - Game mechanics that highlight alternate solutions, assumptions about interaction, or short failings in conventional game behaviors
- Game Mechanic: Stereotype
  - What if judging by appearance fails?
    - Black and White
      - A game in which stereotype fails: instead of being able to identify a threat by appearance, the player must examine the threat by another means, intuition
- Game Mechanic: Non-Competitive Play
  - What if cooperation was the only way to perpetuate gameplay?
    - What if competition thwarts continued play?
While character fictions are important, they are often one sided. We employ and exploit the fiction of the world outside of player experience. NPC’s seem to have lives outside the direct game experience.

**Game Mechanic: Absent Ramifications**

Knights of the Old Republic

What is the educational and emotional effect of removing “absent ramifications”? What if ramifications of the act were made immediately apparent?

**Game Mechanic: Absent Ramifications**

Knights of the Old Republican

What if ramifications of the act were made immediately apparent?

**Game Mechanic: Reaction**

Many games encourage “run and gun”. What if a Game rewarded you for slow concentrated examination?

**Game Mechanic: Reaction**

What if a Game rewarded you for slow concentrated examination?

More information:
- CriticalGameplay.com / LGrace.com

Players are awarded points when the little things in life reveal themselves (butterflies, animals, flowers, etc).