

Game Design & Development I

CGR 125

Professor Ryan Morrison

Game Analysis 5 (Play)

Purpose

- Reinforce the institution that is play and its importance and impact to the present day gaming market.

Instructions

- As discussed in class we dove into the subject of what all games are based on, the experience of play. We expressed the need for games to be participated in for the concept of fun to be achieved. We also discussed the different aspects of what makes playing games enjoyable and discussed the history of what play is and where it comes from.
- Discuss in your analysis what aspects of play make gaming fun for you whether you are discussing video games or more traditional gaming such as card or board games.
 - Your analyses of play should cover the following topics of interest
 - **History of Play**
 - **Play in metaphors**
 - **Safe play**
 - **Exotic factors of play**
- These are just some topics you should cover. Please include anything additional that you feel would be important to cover in your particular choice of play topics. What games do you play alone, with friends, with strangers and why the types of games may differ or why not? Also try to include your own personal history of playing, what aspects as a child were important and did these roles/rules carry over to your opinion of rule sets and moral stability in gaming.
- Discuss also in detail how gaming/playing has changed into your adult life in comparison to your days of lackadaisical gaming as a child.
- What roles do you play in gaming, what types of characters do you mainly play? When you create characters do you gravitate towards similar traits or are they more diverse? What aspects of the characters are you attracted to the most? What repulses you about these characters?
- Remember to be dynamic in your analyses of the word play and what it means to you.

**see Analysis requirements for particulars on writing the paper*