Foundations of Interactive Game Design (80K)

week eight, lecture one
Today

• Guest lecture by John Davison (CBS Interactive — Gamespot and Metacritic)
• Announcements
• More on text games if time permits
John Davison lecture
Announcements

• Syllabus has been updated — password needed for readings off campus
• Damon Brown on Human Sexuality and Video Games — Friday, 11am, E2 180
• Spread word of next Thursday’s guests: Jonathan Blow, Chris Hecker, Alex Neuse
Quiz #4

10 minutes, use both sides of paper as needed, closed book, no notes, no collaboration, etc.
More on text games
Adventure

http://jerz.setonhill.edu/if/gallery/adventure/index.html
You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

> enter

You are inside a building, a well house for a large spring.

There are some keys on the ground here. 
There is a shiny brass lamp nearby. 
There is food here. 
There is a bottle of water here.

> get lamp

Ok.
Adventure

• Will Crowther (c. 1975) and Don Woods (1976, Stanford U.)

• There were earlier textual games, but very primitive: *Hunt the Wumpus*

• A set of hugely influential formal structures: navigating simulated world (based on real caves), gathering items, solving puzzles, story/score progression
Adventure

• Technologically, another advance from universities, & inspired MIT/Infocom group

• As media, another form of fiction (fantasy, not science fiction) and a role for language

• Socially, the player as “hacker”

• Together with Spacewar!, we see many of the elements of modern gaming in their first form
Ad Verbum

http://nickm.com/if/adverbum.html
Ad Verbum

- Nick Montfort, 2000 — the same “use language to move and gather” mechanics, with puzzles

- A fictional reason why only certain kinds of language work

- Just as *Braid* or *Bit.Trip Runner* takes platforming in a fresh direction, *Ad Verbum* does so with control through constrained language — “make it new”
Questions?