Media Design 1 Let's Play

Schedule

- Comment on Miro board
- Small impulse to game analysis
- **▶ Find categories / questions for the analysis**
- Let's Play
- Discuss findings
- Work on your projects in groups

Game analysis

What is game analysis?

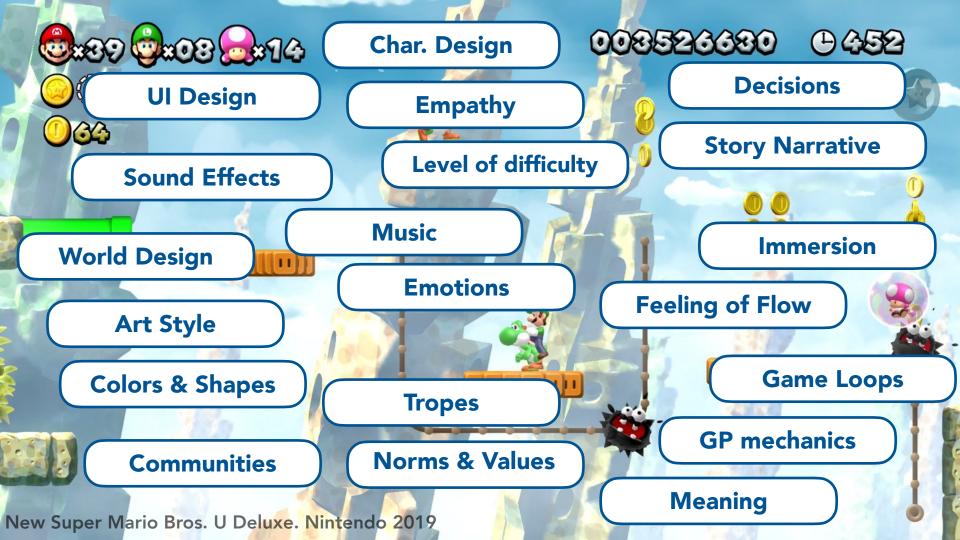
Analyse

"An analysis (...) is a systematic investigation in which the object is broken down into its components (elements). These elements are recorded on the basis of criteria and then structured, examined and evaluated."

Procedure steps

- 1. Find a topic
- 2. Derive analysis categories and questions
- 3. Play the game analytically (observe & take notes)
- 4. Organize, examine and evaluate results

What can be analyzed?



Game analysis approaches

What does it mean to analyze game design

- An analysis is to study a game
- Avoid the "I don't like this" & "positivity" spiral
- Understand the qualifiers of a genre
- Does the design work?
- Write up why someone would hate to play this game? (Pain points)

Example: Focus on gender roles

What possibilities of development does a character have?

Avatar, Agent, Cast Char., Functional Char., Stage Char.

Four layers of interpretation

- Character surface
- Narration
- Gameplay
- Game world

Meier, M-L. (2022). "The hardest battles are fought in the mind": The role of women in Viking Age games. In: Draycott, J. (Hrsg.): Women in Historical and Archaeological Video Games. Video Games and the Humanities, Bd. 9. de Gruyter. S. 75-100

Game playing as a method

Analytical play (making notes, relating to context)

- -> Observe and communicate (speak aloud)
- A. Gameplay analysis
- **B. Thematic analysis**

"A thematic analysis highlights the experience of players sensitive to the symbols and messages conveyed by game's operation as a cultural medium."

Exercise

- 1. Focus on 1-2 topics
- 2. Formulate some questions
- 3. Play the game (observe & take notes)
- 4. Organize results
- 5. Discuss findings

