



HOW GAMES MOVE US

EMOTION BY DESIGN

Katherine Isbister



playful THINKING SERIES

How Games Move Us Emotion By Design Playful Thinking Series

Pippin Barr



How Games Move Us Emotion By Design Playful Thinking Series:

How Games Move Us Katherine Isbister, 2016-03-04 An engaging examination of how video game design creates strong and positive emotional experiences for players with examples from Journey Train Little Big Planet and more This is a renaissance moment for video games in the variety of genres they represent and the range of emotional territory they cover But how do games create emotion In **How Games Move Us** Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players She counters arguments that games are creating a generation of isolated emotionally numb antisocial loners Games can actually play a powerful role in creating empathy and other strong positive emotional experiences they reveal these qualities over time through the act of playing She offers a nuanced systematic examination of exactly how games can influence emotion and social connection with examples drawn from popular indie and art games that unpack the gamer s experience Isbister describes choice and flow two qualities that distinguish games from other media and explains how game developers build upon these qualities using avatars non player characters and character customization in both solo and social play She shows how designers use physical movement to enhance players emotional experience and examines long distance networked play She illustrates the use of these design methods with examples that range from Sony s Little Big Planet to the much praised indie game Journey to art games like Brenda Romero s Train Isbister s analysis shows us a new way to think about games helping us appreciate them as an innovative and powerful medium for doing what film literature and other creative media do helping us to understand ourselves and what it means to be human

How Games Move Us Katherine Isbister, 2017-10-27 An engaging examination of how video game design creates strong and positive emotional experiences for players with examples from Journey Train Little Big Planet and more This is a renaissance moment for video games in the variety of genres they represent and the range of emotional territory they cover But how do games create emotion In **How Games Move Us** Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players She counters arguments that games are creating a generation of isolated emotionally numb antisocial loners Games can actually play a powerful role in creating empathy and other strong positive emotional experiences they reveal these qualities over time through the act of playing She offers a nuanced systematic examination of exactly how games can influence emotion and social connection with examples drawn from popular indie and art games that unpack the gamer s experience Isbister describes choice and flow two qualities that distinguish games from other media and explains how game developers build upon these qualities using avatars non player characters and character customization in both solo and social play She shows how designers use physical movement to enhance players emotional experience and examines long distance networked play She illustrates the use of these design methods with examples that range from Sony s Little Big Planet to the much praised indie game Journey to art games like Brenda Romero s Train Isbister s analysis shows us a new way to think about games

helping us appreciate them as an innovative and powerful medium for doing what film literature and other creative media do helping us to understand ourselves and what it means to be human **Augmented Reality Games I** Vladimir

Geroimenko, 2019-05-10 This is the first of two comprehensive volumes that provide a thorough and multi faceted research into the emerging field of augmented reality games and consider a wide range of its major issues These first ever research monographs on augmented reality games have been written by a team of 70 leading researchers practitioners and artists from 20 countries In Volume I the phenomenon of the Pok mon GO game is analysed in theoretical cultural and conceptual contexts with emphasis on its nature and the educational use of the game in children and adolescents Game transfer phenomena motives for playing Pok mon GO players experiences and memorable moments social interaction long term engagement health implications and many other issues raised by the Pok mon GO game are systematically examined and discussed Augmented Reality Games I is essential reading not only for researchers practitioners game developers and artists but also for students graduates and undergraduates and all those interested in the rapidly developing area of augmented reality games **Virtual, Augmented and Mixed Reality: Design and Development** Jessie Y. C. Chen, Gino

Fragomeni, 2022-06-16 This two volume set LNCS 13317 and 13318 constitutes the thoroughly refereed proceedings of the 14th International Conference on Virtual Augmented and Mixed Reality VAMR 2022 held virtually as part of the 24rd HCI International Conference HCII 2022 in June July 2022 The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions The 56 papers included in this 2 volume set were organized in topical sections as follows Developing VAMR Environments Evaluating VAMR environments Gesture based haptic and multimodal interaction in VAMR Social emotional psychological and persuasive aspects in VAMR VAMR in learning education and culture VAMR in aviation Industrial applications of VAMR The first volume focuses on topics related to developing and evaluating VAMR environments gesture based haptic and multimodal interaction in VAMR as well as social emotional psychological and persuasive aspects in VAMR while the second focusses on topics related to VAMR in learning education and culture VAMR in aviation and industrial applications of VAMR **Video Game Characters and Transmedia**

Storytelling Joleen Blom, 2025-10-01 Characters are a vital aspect of today s transmedia practices Combining theories on fictional persons from Japanese and Euro American practices this book discusses video game characters embedded in our popular media culture in which they are constantly produced and re imagined This book introduces the dynamic game character a type of game character with a development structure that consists of multiple outcomes in a game Through their actions and choices players can influence these game characters identities and affect their possible destinies Games subvert the idea that fictional persons must maintain a coherent identity This book shows that dynamic game characters challenge strategies of top down control through close readings of the Mass Effect series Persona 5 Hades Animal Crossing New Horizons and more It is directed to all scholars interested in the topics of transmedia storytelling video games characters and

Japanese narratology Interactivity and Game Creation Anthony Brooks, Eva Irene Brooks, Duckworth Jonathan, 2021-04-09
This book constitutes the refereed post conference proceedings of the 9th International Conference on Interactivity and Game Creation ArtsIT 2020 held in Aalborg Denmark in December 2020 Due to COVID 19 pandemic the conference was held virtually The 28 revised full papers presented were carefully selected from 60 submissions The papers represent a forum for the dissemination of cutting edge research results in the area of arts design and technology including open related topics like interactivity and game creation They are grouped in terms of content on art installation and performance games design intelligence and creativity in healthcare wellbeing and aging *ECGBL 2021 15th European Conference on Game-Based Learning* Panagiotis Fotaris, Cate Grundy, Marcus Winter, 2021-09-23 *ECGBL 2019 13th European Conference on Game-Based Learning* Lars Elbæk, Gunver Majgaard, Andrea Valente, Saifuddin Khalid, 2019-10-03 *Player vs. Monster* Jaroslav Svelch, 2023-02-07 An ode to the gruesome game characters we love to beat from the monsters of D D to the mutants of The Last of Us and what they tell us about ourselves Since the early days of video games monsters have played pivotal roles as dangers to be avoided level bosses to be defeated or targets to be destroyed for extra points But why is the figure of the monster so important in gaming and how have video games come to shape our culture's conceptions of monstrosity To answer these questions Player vs Monster explores the past half century of monsters in games from the dragons of early tabletop role playing games and the pixelated aliens of Space Invaders to the malformed mutants of The Last of Us and the bizarre beasts of Bloodborne and reveals the common threads among them Covering examples from aliens to zombies Jaroslav Svelch explores the art of monster design and traces its influences from mythology visual arts popular culture and tabletop role playing games At the same time he shows that video games follow the Cold War era notion of clearly defined calculable enemies portraying monsters as figures that are irredeemably evil yet invariably vulnerable to defeat He explains the appeal of such simplistic video game monsters but also explores how the medium could evolve to present more nuanced depictions of monstrosity **Repairing Play** Aaron Trammell, 2023-02-07 A provocative study that reconsiders our notion of play and how its deceptively wholesome image has harmed and erased people of color Contemporary theorists present play as something wholly constructive and positive But this broken definition is drawn from a White European philosophical tradition that ignores the fact that play can and often does hurt In fact this narrow understanding of play has been complicit in the systemic erasure of Black Indigenous and People of Color BIPOC from the domain of leisure In this book Aaron Trammell proposes a corrective a radical reconsideration of play that expands its definition to include BIPOC suffering subjugation and taboo topics such as torture As he challenges and decolonizes White European thought Trammell maps possible ways to reconcile existing theories with the fact that play is often hurtful and toxic Trammell upends current notions by exploring play's function as a tool in the subjugation of BIPOC As he shows the phenomenology of play is a power relationship Even in innocent play human beings subtly discipline each other to remain within unspoken rules Going further

Trammell departs from mainstream theory to insist that torture can be play. Approaching it as such reveals play's role in subjugating people in general and renders visible the long ignored experiences of BIPOC. Such an inclusive definition of play becomes a form of intellectual reparation, correcting the notion that play must give pleasure while also recasting play in a form that focuses on the deep, painful, and sometimes traumatic depths of living.

Ambient Play Larissa Hjorth, Ingrid Richardson, 2020-09-15. An engaging look at how mobile games are increasingly part of our day to day lives and the ways that we interact across real as well as digital landscapes. We often play games on our mobile devices when we have some time to kill, waiting in line, pausing between tasks, stuck on a bus. We play in solitude or in company, alone in a bedroom or with others in the family room. In *Ambient Play*, Larissa Hjorth and Ingrid Richardson examine how mobile gameplay fits into our day to day lives. They show that as mobile games spread across different genres, platforms, practices, and contexts, they become an important way of experiencing and navigating a digitally saturated world. We are digital wayfarers, moving constantly among digital, social, and social worlds.

Play like a Feminist. Shira Chess, 2020-08-18. An important new voice provides an empowering look at why video games need feminism and why all of us should make space for more play in our lives. You play like a girl. It's meant to be an insult, accusing a player of subpar fun playing. If you're a girl and you grow up, do you play like a woman, whatever that means. In this provocative and enlightening book, Shira Chess urges us to play like feminists. Playing like a feminist is empowering and disruptive; it exceeds the boundaries of gender yet still advocates for gender equality. Roughly half of all players identify as female, and Gamergate galvanized many of gaming's disenfranchised voices. Chess argues games are in need of a creative platform, expanding metaphysical explosion, and feminism can take us there. She reflects on the importance of play, playful protest, and how feminist video games can help us rethink the ways that we tell stories. Feminism needs video games as much as video games need feminism. Play and games can be powerful. Chess's goal is for all of us, regardless of gender, orientation, ethnicity, ability, social class, or stance toward feminism, to spend more time playing as a tool of radical disruption.

On Video Games Soraya Murray, 2017-10-30. Today, over half of all American households own a dedicated game console, and gaming industry profits trump those of the film industry worldwide. In this book, Soraya Murray moves past the technical discussions of games and offers a fresh and incisive look at their cultural dimensions. She critically explores blockbusters like *The Last of Us*, *Metal Gear Solid*, *Spec Ops*, *The Line*, *Tomb Raider*, and *Assassin's Creed* to show how they are deeply entangled with American ideological positions and contemporary political, cultural, and economic conflicts. As quintessential forms of visual material in the twenty-first century, mainstream games both mirror and spur larger societal fears, hopes, and dreams and even address complex struggles for recognition. This book examines both their elaborately constructed characters and densely layered worlds whose social and environmental landscapes reflect ideas about gender, race, globalisation, and urban life. In this emerging field of study, Murray provides novel theoretical approaches to discussing games and playable media as culture. Demonstrating that games are at the frontline of

power relations she reimagines how we see them and more importantly how we understand them *Game thinking - Reinventa i tuoi prodotti e ottieni risultati più efficaci con le tecniche di progettazione dei videogiochi di successo* Amy Jo Kim, 2023-04-21T00:00:00+02:00 In questo rivoluzionario volume Amy Jo Kim presenta un sistema step by step per creare prodotti che i clienti adoreranno e continueranno ad adorare a lungo Il segreto Sfruttare le tecniche che il settore videoludico sempre in rapidissima evoluzione utilizza per creare titoli che tengono milioni di giocatori incollati allo schermo Partendo dai principi della progettazione Lean Agile e del design thinking Game Thinking esplora cinque strategie efficaci per creare prodotti di successo accelerare il processo di innovazione testando prima i tuoi presupposti ad alto rischio sfruttare il feedback dei superfan per creare un prodotto in linea con il comportamento reale degli utenti prolungare l'engagement dei clienti progettando un'esperienza coerente e coinvolgente migliorare il concept del tuo prodotto facendo test rapidi e affinando l'esperienza di base pianificare il percorso di sviluppo con la road map del Game Thinking Concentrati dunque sulla ricerca dei superfan che si nascondono tra i tuoi potenziali clienti ovvero coloro che sono disposti a correre rischi e accettare un prototipo incompleto o non rifinito pur di cominciare ad affrontare il problema che il tuo prodotto mira a risolvere Se permetti a questi primi fan di giocare con la tua idea otterrai risposte rapide ed efficaci alle tue domande più urgenti ben prima di cominciare a creare il prodotto Immergiti in Game Thinking e avvia subito un processo di innovazione più efficace

Sports and Play in Christian Theology Philip Halstead, John Tucker, 2020-11-24 Sport is a major preoccupation of the modern world It consumes the time and energies of millions of people around the globe In fact for many participants it operates much like a functional equivalent of religion giving them a way to interpret and understand the world Sports stadiums are the cathedrals of our time Sports stars are the saints or demi gods through whom we access the transcendent Members of the sports media serve as religious scribes and sports fans are the worshipping faithful What is true of sport is also true more generally of play Nevertheless and quite remarkably Christian theologians and religious historians have been surprisingly slow to recognize the spiritual and cultural significance of sport and play or to engage in the study of these concepts This book attempts to redress that neglect by integrating sport and play with Christian faith and practice In *Sports and Play in Christian Theology* ten Christian scholars and practitioners explore sport and play from theological biblical historical and pastoral perspectives This rich collection of wide ranging reflections and focused case studies will help readers locate sport and play within Christian faith and practice *Treacherous Play* Marcus Carter, 2022-02-01 Examining the ethics and experience of treacherous play through 3 games that allow deception and betrayal EVE Online DayZ and the TV series Survivor Deception and betrayal in gameplay are generally considered off limits designed out of most multiplayer games There are a few games however in which deception and betrayal are allowed and even encouraged In *Treacherous Play* Marcus Carter explores the ethics and experience of playing such games offering detailed explorations of three games in which this kind of dark play is both lawful and advantageous EVE Online DayZ and the television series Survivor Examining

aspects of games that are often hidden ignored or designed away Carter shows the appeal of playing treacherously Carter looks at EVE Online s notorious scammers and spies drawing on his own extensive studies of them and describes how treacherous play makes EVE successful Making a distinction between treacherous play and griefing or trolling he examines the experiences of DayZ players to show how negative experiences can be positive in games and a core part of their appeal And he explains how in Survivor s tribal council votes a player s acts of betrayal can exact a cost Then considering these games in terms of their design he discusses how to design for treacherous play Carter s account challenges the common assumptions that treacherous play is unethical antisocial and engaged in by bad people He doesn t claim that more games should feature treachery but that examining this kind of play sheds new light on what play can be [The Stuff Games Are](#)

[Made Of](#) Pippin Barr,2023-08-01 A deep dive into practical game design through playful philosophy and philosophical play What are video games made of And what can that tell us about what they mean In *The Stuff Games Are Made Of*

experimental game maker Pippin Barr explores the materials of video game design Taking the reader on a deep dive into eight case studies of his own games Barr illuminates the complex nature of video games and video game design and the possibilities both offer for exploring ideas big and small Through a variety of engaging and approachable examples Barr shows how every single aspect of a game whether it is code graphics interface or even time itself can be designed with and related to the player experience Barr s experimental approach with its emphasis on highly specific elements of games will leave readers armed with intriguing design philosophy conceptual rigor and diverse insights into the inner life of video games Upon finishing this book readers will be ready to think deeply about the nature of games to dive into expressive and experimental game design themselves or simply to play with a new and expanded mindset *The Rule Book* Jaakko

Stenros,Markus Montola,2024-03-12 How games are built on the foundations of rules and how rules of which there are only five kinds really work Board games to sports digital games to party games gambling to role playing games They all share one thing in common rules Indeed rules are the one and only thing game scholars agree is central to games But what in fact are rules In *The Rule Book* Jaakko Stenros and Markus Montola explore how different kinds of rules work as building blocks of games Rules are constraints placed on us while we play carving a limited possibility space for us They also inject meaning into our play without rules there is no queen in chess no ball in Pong and no hole in one in golf Stenros and Montola discuss how rules constitute games through five foundational types the explicit statements listed in the official rules the private limitations and goals players place on themselves the social and cultural norms that guide gameplay the external regulation the surrounding society places on playing and the material embodiments of rules Depending on the game rules can be formal internal social external or material By considering the similarities and differences of wildly different games and rules within a shared theoretical framework *The Rule Book* renders all games more legible **The Beauty of Games** Frank

Lantz,2023-10-03 How games create beauty and meaning and how we can use them to explore the aesthetics of thought Are

games art This question is a dominant mode of thinking about games and play in the twenty first century but it is fundamentally the wrong question Instead Frank Lantz proposes in his provocative new book *The Beauty of Games* that we think about games and how they create meaning through the lens of the aesthetic We should think of games he writes the same way we think about literature theater or music as a form that ranges from deep and profound to easy and disposable and everything in between Games are the aesthetic form of interactive systems a set of possibilities connected by rules of cause and effect In this book Lantz analyzes games from chess to poker to tennis to understand how games create beauty and evoke a deeper meaning He suggests that we think of games not only as hyper modern objects but also as forms within the ancient context of artistic production encompassing all of the nebulous and ephemeral qualities of the aesthetic experience

Hybrid Museum Experiences Annika Waern, Anders Løvlie, 2025-10-01 So you're the one getting this gift Lucky you Someone who knows you has visited the museum They searched out things they thought you would care about and they took photos and left messages for you This is the welcoming message for the Gift app designed to create a very personal museum visit Hybrid Museum Experiences use new technologies to augment expand or alter the physical experience of visiting the museum They are designed to be experienced in close relation to the physical space and exhibit In this book we discuss three forms of hybridity in museum experiences Incorporating the digital and the physical creating social yet personal and intimate experiences and exploring ways to balance visitor participation and museum curation This book reports on a 3 year cross disciplinary research project in which artists design researchers and museum professionals have collaborated to create technology mediated experiences that merge with the museum environment

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