

“Man only plays when in the full meaning of the word he is man, and *he is only completely man when he plays.*”

Friedrich von Schiller

GAMES

WHAT'S IN A GAME?

- ✦ Game, play, jeu, Spiel
(Parlett, Salen/Zimmerman)
- ✦ Huizinga (handout)

FORMAL GAME (PARLETT)

- Ends (objective: to win)
- Means (equipment, rules)

“Every game has its rules” (Huizinga)

“Every game is its rules” (Parlett)

- Single-player games?
- Cooperative games?
- Sports/non-sports?

OTHER DEFINITIONS

- ✦ Abt
- ✦ Crawford see handout
- ✦ Caillois
- ✦ Avedon, Sutton-Smith
- ✦ Salen, Zimmerman

Salen, Zimmerman: Meaningful play
discernable
integrated

BOARD GAMES DICHOTOMIES (PARLETT)

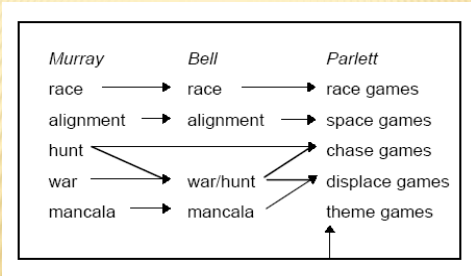
- ✦ Traditional vs Proprietary
- ✦ Evolved vs Invented
- ✦ Abstract vs Representational
- ✦ Positional vs Theme

DICHOTOMIES: EXAMPLES

- ✦ Traditional vs Proprietary
- ✦ Evolved vs Invented
- ✦ Abstract vs Representational
- ✦ Positional vs Theme

- Checkered Game of Life
- Tic-Tac-Toe
- Snakes and Ladders
- Twister
- Trivial Pursuit

TYPES OF BOARD GAMES



CHARACTERISTICS OF BOARD GAMES (PARLETT)

Class	field	equal	movement	interaction	objective
Race games	linear	yes	dice-bound	oust	attain position
	areal	yes	free	block	attain position
Space games				capture	make patterns gain territory
Chase games	reticular	no	free	capture	1 = attain position 2 = overwhelm
Displace games	any	yes	free	capture	overwhelm

board: linear, reticular, areal

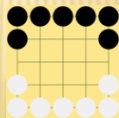
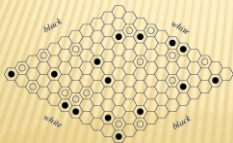
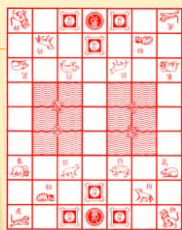
RACE GAMES

- # pieces
- strategic vs chance



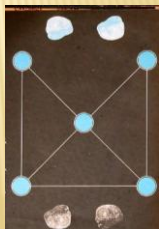
SPACE GAMES

- alignment
- connection
- traversal
- attainment



SPACE GAMES

- configuration
- restriction
- occupation

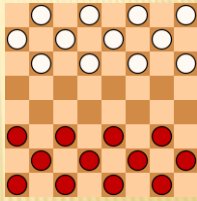


CHASE GAMES



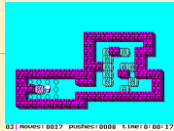
DISPLACE GAMES

- linear
- undifferentiated
- semi-differentiated
- differentiated





Halma



Sokoban



Rush Hour



Nine Men's Morris



Malefiz



Mancala
