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CMS.608 / CMS.864 Game Design
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- Let's play a game!
 - 20 questions with games
 - but you can't ask about the theme, or specific characters, or setting
 - only the formal elements

- What were the useful questions?
 - digital?
 - # of players (fixed, multi)
 - card/board/tokens
 - athletic
 - # of lives (chances)
 - gambling
 - elimination

- How do we think of games as formal systems?
- Is genre a formal element question?
- Some genres have very similar formal elements and are only distinguishable by the forbidden specifics (i.e. adventure games)
- The terminology we use is often inappropriate or irrelevant for some types of games
 - a “token” means different things for board games or arcade games
- And what about digital versions of analog games?
- In the end, the questions end up being about mechanics
- We all think about games differently
 - We need to come to a consensus of vocabulary
- How do we do this?
 - It's hard, especially with constant new innovations and academics can't impose terminology on the industry
 - there are differences between how designers, players, critics, marketers talk about games

- How do you personally game vocabulary?
 - The community you're exposed to

- The connotations of a term that a designer/marketer puts in a game is determined by the players and their experiences

- Players also name game phenomenon that the designers may not have predicted (i.e. goldfarming)

- Is this how (good) games are designed? By duplicating patterns? By using the vocabulary? With a set of parameters?
 - NO. That is not what makes a game good. That is not what the vocabulary is meant for.
 - It helps us understand a game
 - It helps us identify families of games
 - It helps us make significant changes
 - Don't get too wrapped up in vocabulary!

- You can construct “dictionaries” by analyzing games or papers