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CMS.608 / CMS.864 Game Design
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Notes by Clara Rhee

Guest lecturer Sam Ford

Wrestling (Pro)

- pro-wrestling – sports entertainment
- amateur wrestling – athleticism
- wrestling – possibly the first form of human “competition”/game
- pro-wrestling – not a game but play
- young animals/humans especially enjoy playfighting
- helps develop hunting skills? Social cues?
- wrestling became popular in North American during Civil War
- traveling carnival/circus acts challenging audience members
- scripting began to pick up the pace and keep audience interest during lengthy matches
- “double cross” – when a match veers off the script
- wrestling as a business
 - it’s always been about putting butts in seats
 - “if people buy tickets, it’s wrestling”
 - but as sport journalist stopped covering...
 - radio was good for baseball, but not for wrestling – the terminology didn’t exist
 - TV helped build the vocabulary
- for a while, TV was for bringing in the local audience
- as cable came around, national audience
- bigger business of franchising
- growing building of narratives
 - “male soap operas”