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

Guest lecturer Jason

Improv Games

- short form vs. long form
- often used for party games, ice-breakers, team building
- New Games movement in the 60s
 - hippies
- training games
- “There are no mistakes...only gifts!”
- the game has rules, but it's play
- long form
 - set of interconnected scenes or some structures