

What is a Game?

The Game

What is important for a game to have:

DECISION-MAKING

PLAYER IMPACT

GOALS

**RESOURCE
MANAGEMENT**

OPPOSITION

INFORMATION

PROCEDURAL RULES

Tension

Theme

Simulation

Socializing

Some Other Things About Games ...

Variation

Role ID

Roleplaying

Diplomacy

Artifact 0.2

1. In your own words, define a game. Be complete about this, this should be an essay, not a lame dictionary definition.
2. What is your opinion of the definition of games we came up with in class? Is it too broad? Too narrow? Which aspects of this definition do agree with and which do you disagree with?
3. Discuss something that isn't normally considered a game that would be under our definition, a game. How is it a game, and why don't people think it is?
4. Discuss something that is normally considered a game that wouldn't be under our definition. How is it not a game, and why do people think it is?