JOHANNES GUTENBERG UNIVERSITÄT MAINZ

JG|U

Immersion in Video Games Online Speaker Series

Playable Logics and Immersion

13 January 2022; 18-19h (CET)

Join us on Zoom

Meeting ID: 873 4359 2582

Passcode: 899213

Abstract

What makes immersion work in video games? Somehow we learn what the moving images in front of us are meant to communicate. Somehow we interpret their movements as the behavior of a world. Somehow we come to understand our potential actions in response, and how games might respond in turn. Somehow the fundamentals of these understandings form a literacy - one that players can transport from game to game.

For nearly two decades (starting with a talk at Universität Siegen in 2004) we have been working to understand these aspects of video games using two key concepts. One is "operational logics" — the fundamental combinations of computation and communication that underlie concepts such as "game mechanics." The other is "playable models" — combinations of logics and structuring information that games use to represent domains and open them to play.

About

Noah Wardrip-Fruin is a Professor of Computational Media at the University of California, Santa Cruz. He co-directs the Expressive Intelligence Studio, a technical and cultural research group, with Michael Mateas. Noah's research areas include new models of storytelling in games, how games express ideas through play, the literary possibilities of computational media, and how cultural software can be preserved, discovered, and cited. Noah has authored or co-edited six books on games and digital media for the MIT Press, including The New Media Reader (2003), a book influential in the development of interdisciplinary digital media curricula. His most recent book, How Pac-Man Eats, was published by MIT in 2020.

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