

Pokemon Pearl



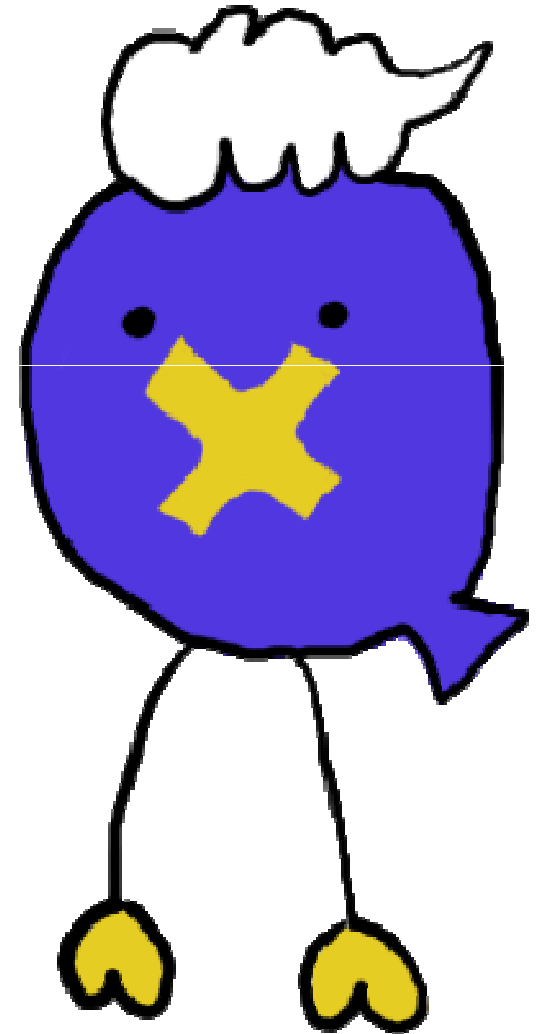
What's in this presentation?

- More hand drawn art
- 10 slide summary of all the games plot
- Jenkins as applied to Pokémon
- Pokémon as a Semiotic Domain

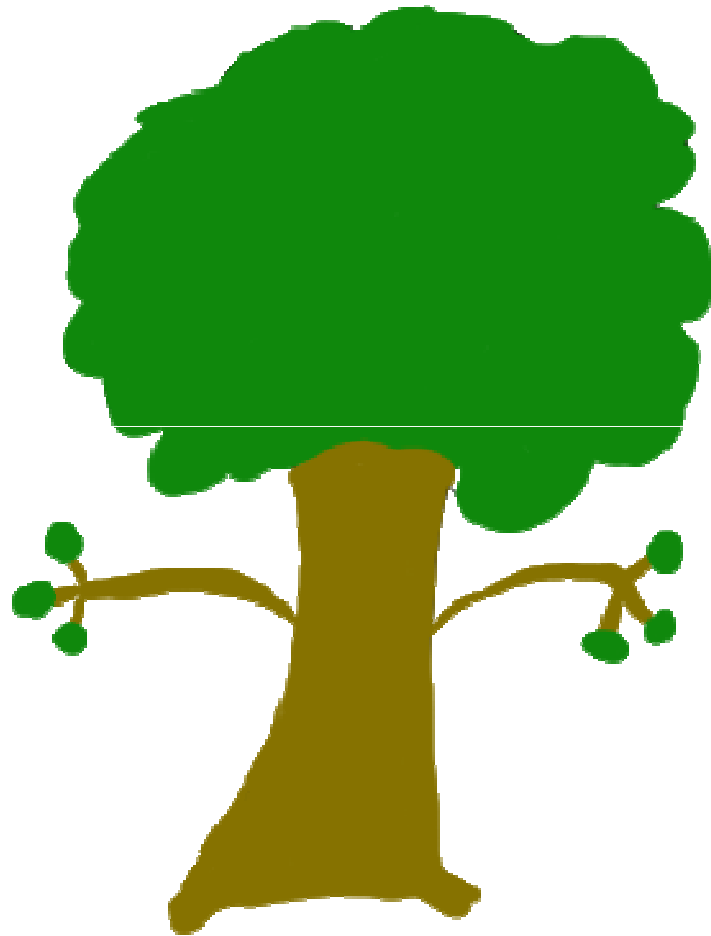


What is Pokémon?

- Japanese RPG Series
- Travel with party of 6 Pokémon
- Battle other trainers in turn based combat
- A total of 13 core games
- Diamond/Pearl most recent
- Transmedia Franchise
 - Cartoon Series, Card Game, Movies



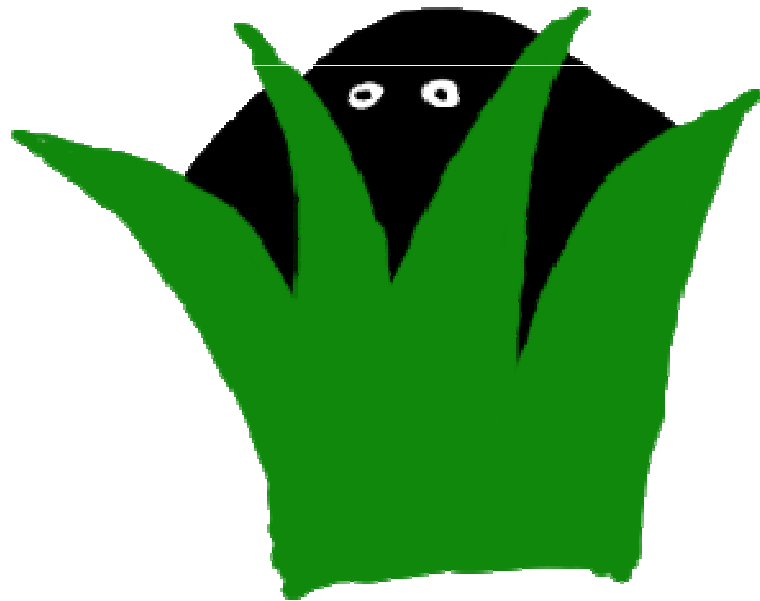
Pokémon Professor



Boy or Girl?



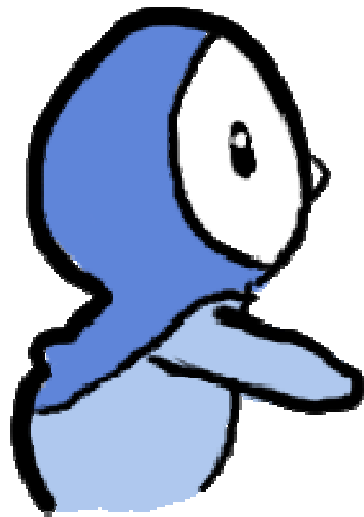
Wild Pokémon



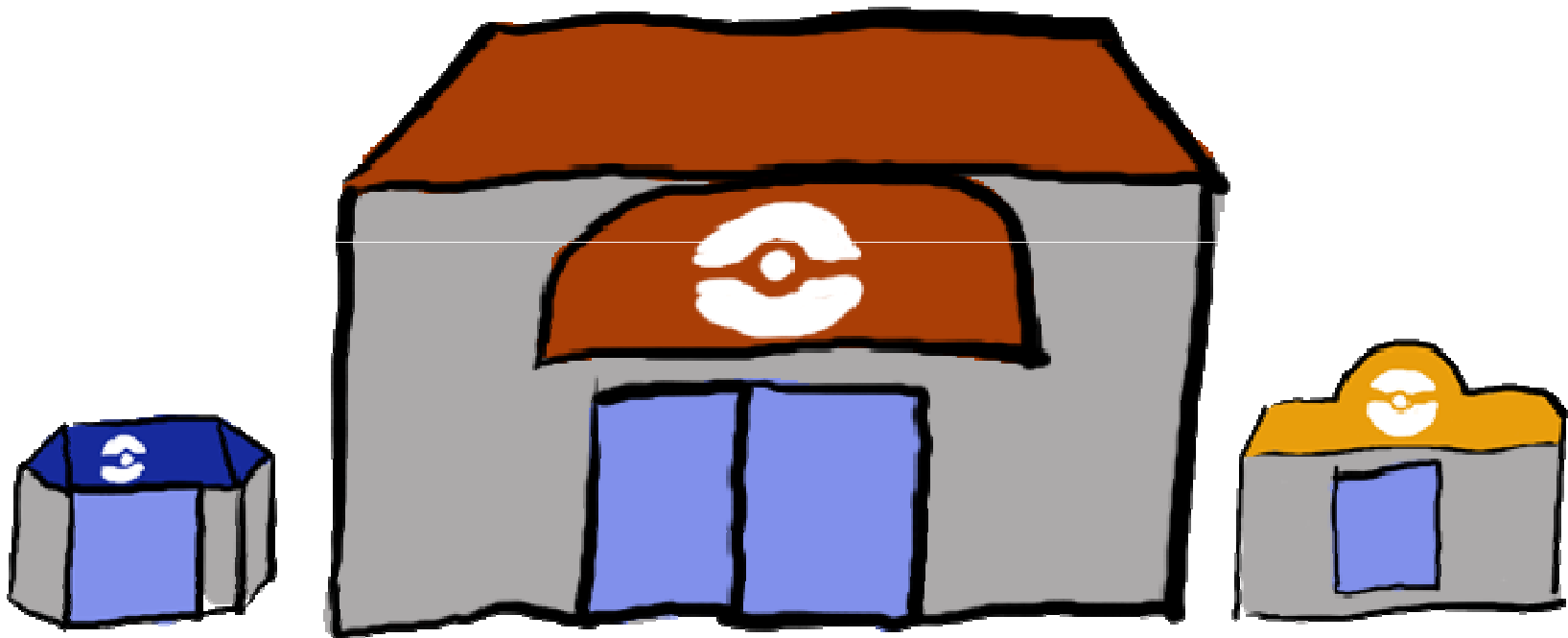
Starter Pokémon



A New Challenger Appears



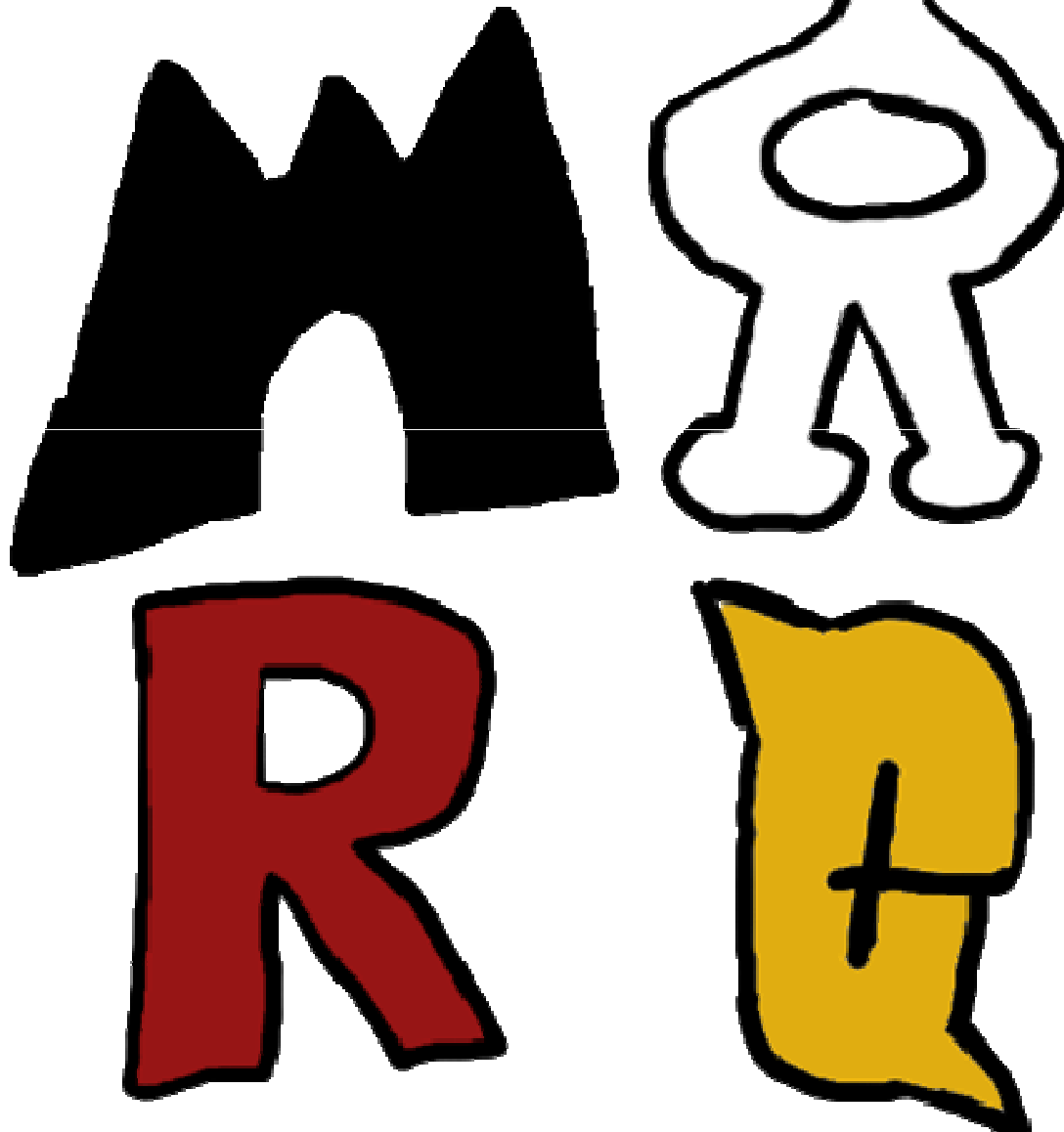
8 Gyms in 8 Cities



More Wild Pokémon



Evil Conspiracy Abusing Pokémon



Yes, they're in the water too

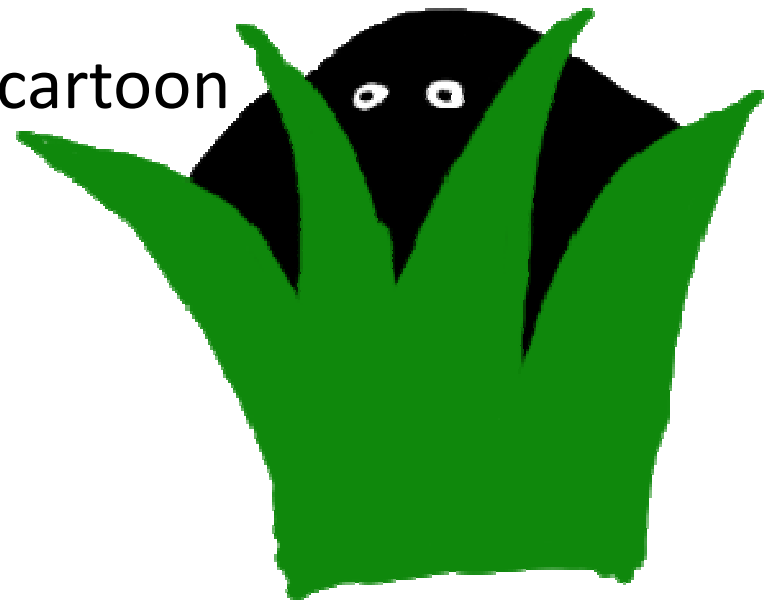


The Pokémon League



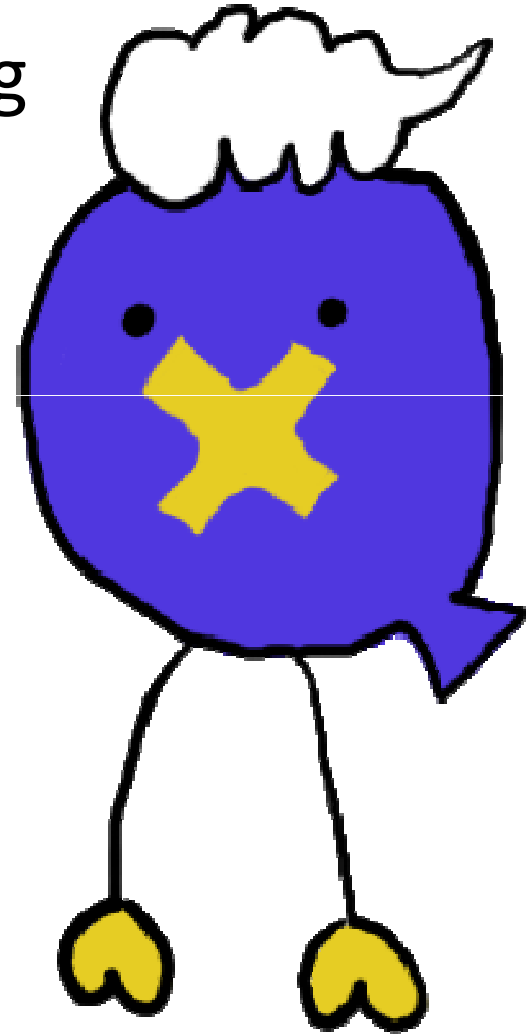
Why does it work?

- Emergent Narrative
- Enacted Story
 - Play along with the cartoon series
- Evocative Spaces
 - Recognize spaces from the cartoon



Pokémon: the Meta-Game

- Online and Competitive Battling
- Comes “After” the narrative
- The “Good” part for some

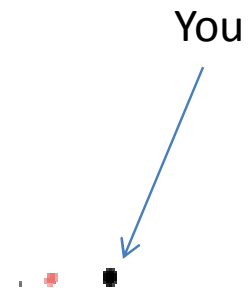
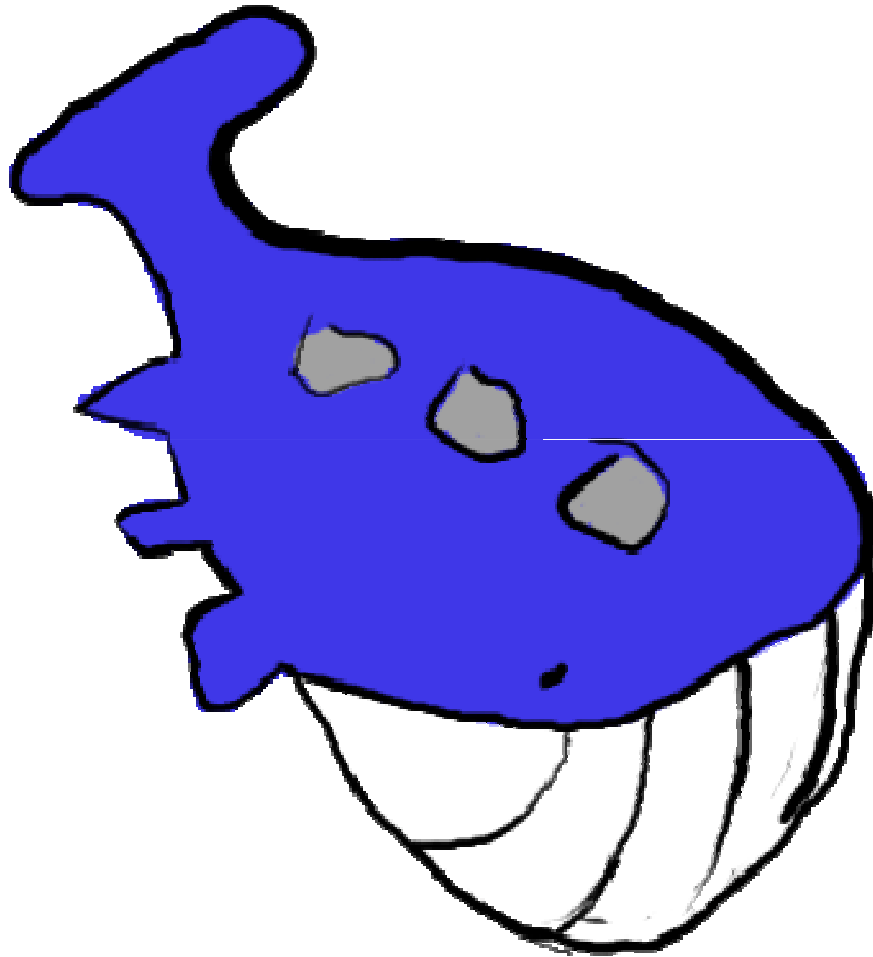


Pokemon as a Semiotic Domain

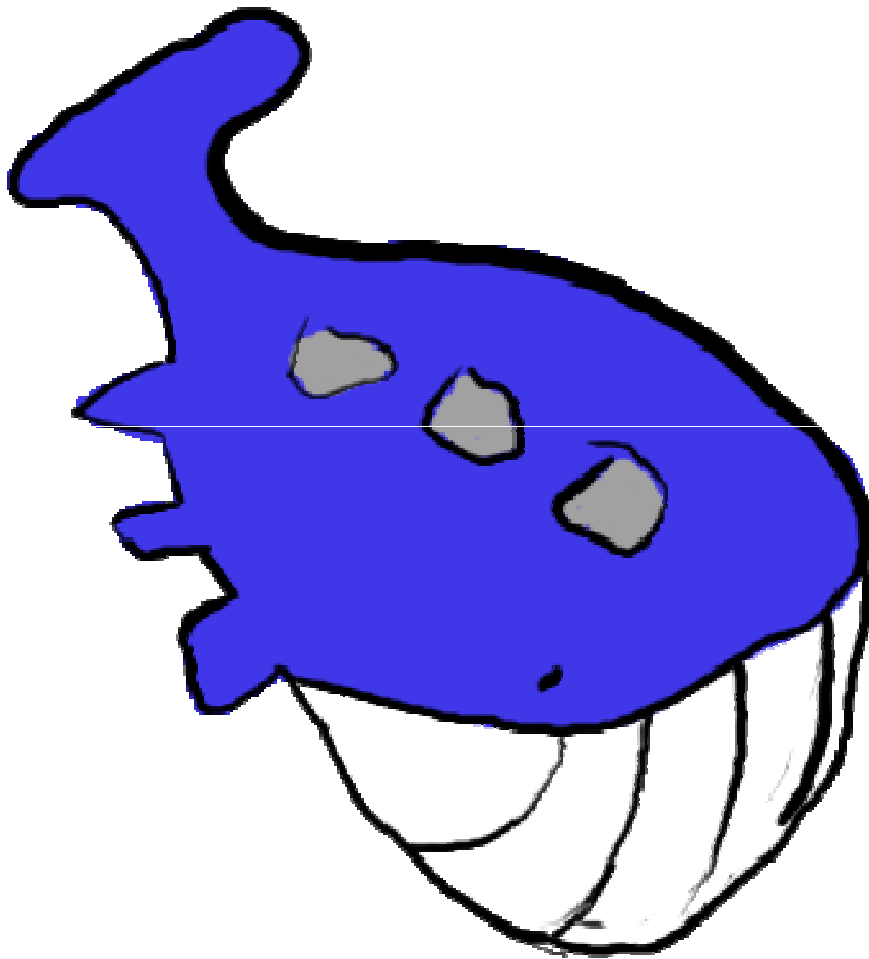
- Multilayered, literacy is actually really hard
 - Battle Basics
 - Types
 - Levels
 - Pokémon Stats
 - Moves, move types, move power, STAB, ...
 - IV's
 - EV's
 - Breeding
 - Pokérus
 - Natures
 - Items
 - Accuracy
 - Abilities



Breeding Example



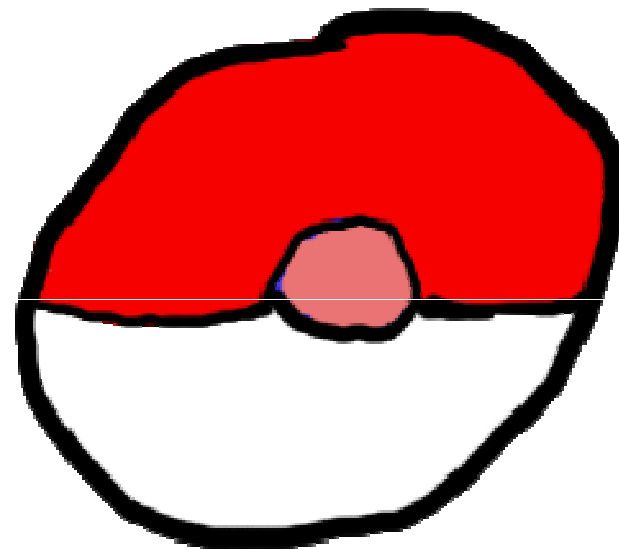
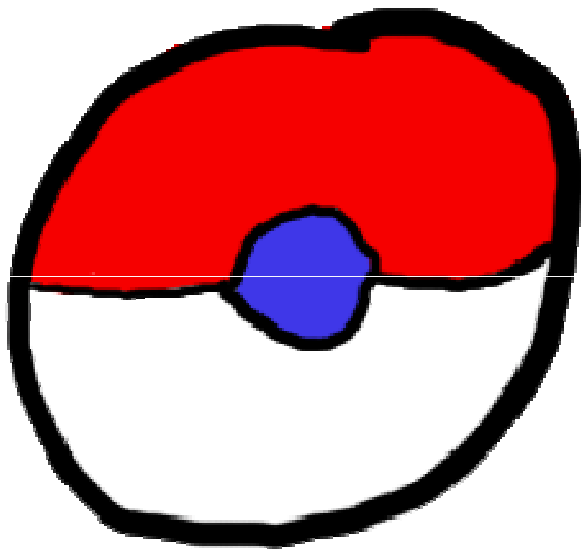
Compatibility

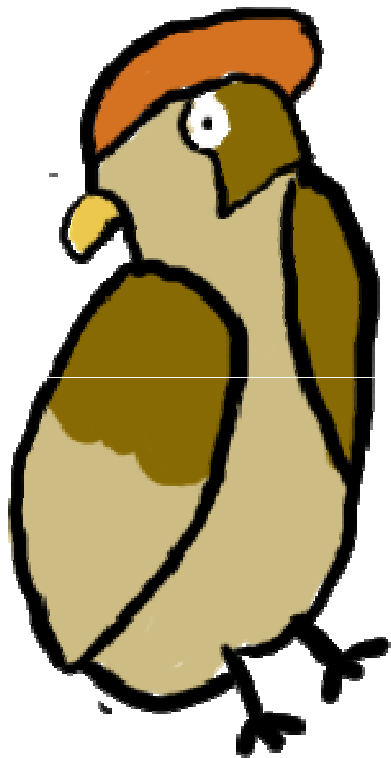


Skitty

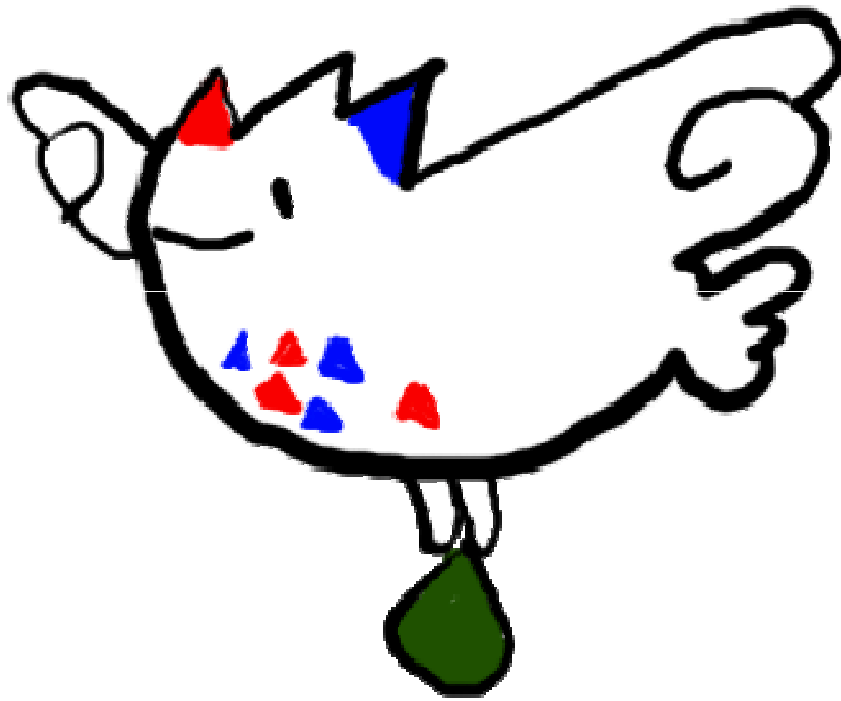


Setting the mood





An Egg Appears



Summary

- Variety of ways to play and understand Pokémon
 - Narrative
 - Emergent/Enacted/Evocative
 - Meta-game
 - Depth and complexity to explore
- Something for everyone really



Comments?

