CMS.300 – Intro to Video Game Theory

Session 6 – CHEATING

Readings
>   *Consalro, Cheating (Ch. 4)*

Concepts/Keywords
- Cheating
- Spoilsport
- Gaming Capital
- Paratexts (clarify)
- Contrast unwritten rules vs. hard/soft rules

Goals
- Extend concepts from previous class
- Understand how players extend/understand games (1st pass)

(1) Define cheating: gaining unfair advantage
- List of "cheating" devices
    - Friends
    - Walkthroughs
    - Guides
    - Cheat Codes
    - Unlockables
    - Hacks
- *Q: What about DLC content?*
- Definition depends on who you ask and what they consider cheating, there are 3 levels:
    - <u>Purists</u>: No info from outside to keep the 'magic' (though it may be okay if stuck) External info OK once the game has been completed
    - <u>Middle-Ground</u>: Anything that isn't cheat codes, unlockables, changing code is OK
    - <u>Loose Approach</u>: anything that does not affect other players - "one cannot cheat the computer"

(2) Why cheating?
- Go faster, experience the full game, experiment

Discuss:
Written/Unwritten Rules (Sniderman) vs. Hard/Soft Rules (Consalvo)
- Are they the same?
- Compare Sniderman's approach to rule breaking to Consalvo.

Was Twixt cheating? Or was he following the rules?

(3) Apply concepts to speed runs:
Show Super Mario Bros. Speed run –
- Is that cheating? How do we define what happens in light of Consalvo's discussion.
- See terms from the Demo speed run website
- why do the consider certain devices cheating?

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- Show Mega Man 1 to 2 simultaneous speed run
- It's cheating, but according to who?
- What is the goal?
- Bending the rules, cheating one's own game – Mario 64 avoiding 1-UP,

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