Name: _____

ID: _____

Midterm Exam

Each question is worth 10 points. You may modify one question, but keep it reasonable.

1. As part of our in-class "What is a Game?" discussions surrounding the Caillois text, we made attempts to sort out the differences among four key terms DIFFERENT from Caillois' terms. What were those terms? In your opinion, which is most important?

2. What does Caillois mean by "paidea" and "ludus?" Compare them with the terms "narratology" and "ludology."

3. What does Brian Sutton-Smith mean by the "ambiguity of play?" If you were talking with Sutton-Smith, how would you describe the "ambiguities of play" with regard to the game you are playing for class?

4. How does Stephen Sniderman feel about game rules? Contrast his view with Mateas & Stern's view of interactivity OR Frasca's concept of ludology. On which points would they agree or disagree?

5. Michael Mateas and Andrew Stern discuss gameplay in terms of material and formal constraints. What are the material and formal constraints of the game you are playing? In your opinion, do these constraints combine to create a sense of agency on the part of the player?

6. In Lucasfilm's Habitat, the character *Death* was twice killed. The situation was handled differently each time. Which did Farmer and Morningstar argue was more effective? Why?

7. According to Gonzalo Frasca, what is the difference between simulation and narrative? Which is more important in his view? Why?

8. Henry Jenkins argues that game designers can be viewed as "narrative architects." Paraphrase what he means and explain how he would be criticized for being a narratologist and not a ludologist.

9. Aside from "programmer," "artist," or "player," what are a few different options you have if you want to make games a part of your life after college? Cite examples from lab.

10. Briefly summarize a moment from choosing, playing, or studying your game (e.g., researching your character, watching others play, getting stuck). Then, using one or more ideas we have discussed in class this semester to explain it. In other words, take something you notice (a data point) and use theory to explain what you noticed, why it happened, how you can account for it happening, etc. Is what you noticed an effect of the design of the game? Of its player community? Of the narrative? Explain.