

# Critical Gameplay

critical gameplay

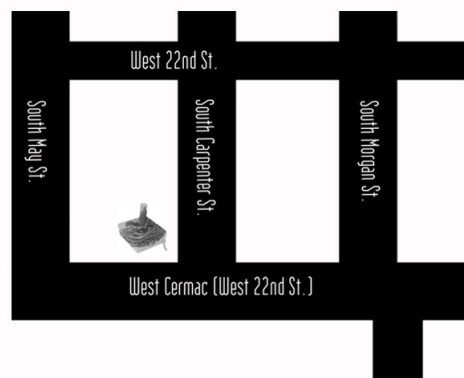
April 17th 2009, 6:30-10:00 PM

1100 West Cermak, Chicago, IL

An MFA Thesis Show by Lindsay Grace | Electronic Visualization | UIC

The Critical Gameplay Exhibition is a collection of strategically designed video games. Each game asks the question, what do common games teach us? Each of the games designed for the collection works to reevaluate our perspective on gameplay experiences.

This free exhibit is open to the public. Visitors will be encouraged to play the video games exhibited.



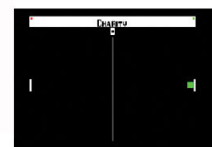
Opening Reception: 6:30 pm, April 17, 2009

1100 West Cermak Road

Chicago, IL,

Contact:

info@criticalgameplay.com

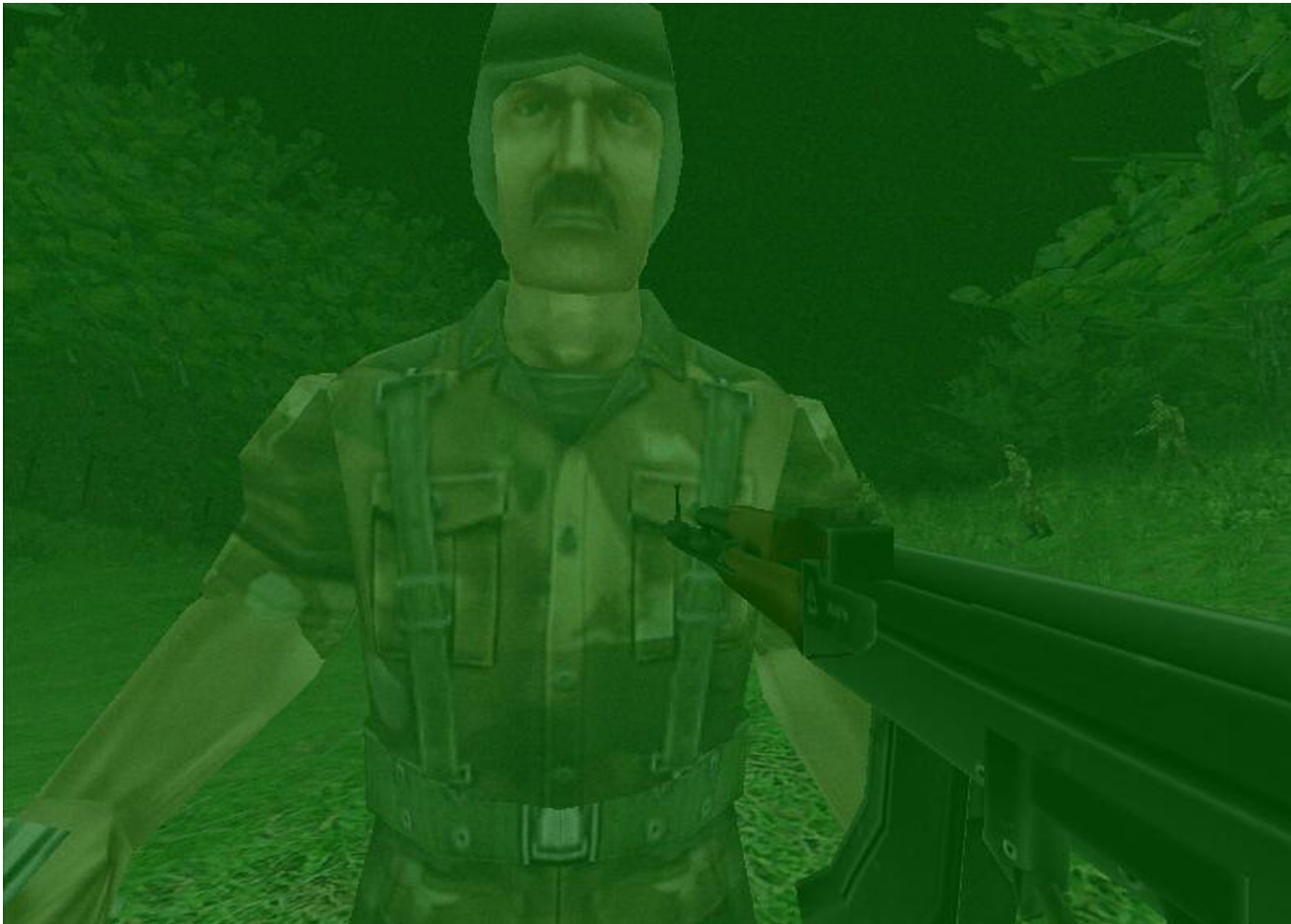


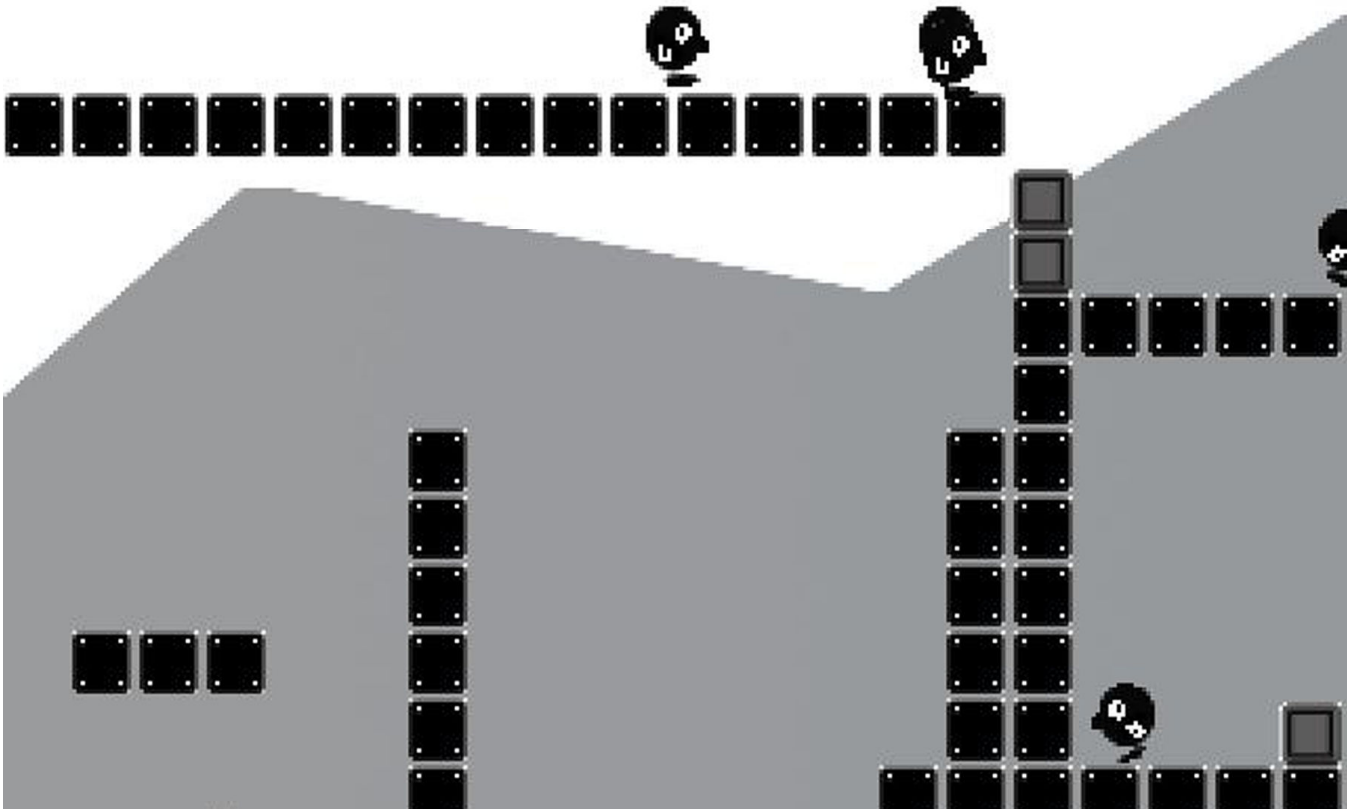
<http://www.CriticalGameplay.com>

Special thanks to the University of Illinois-Chicago Electronic Visualization and Art and Architecture faculty and staff for their support

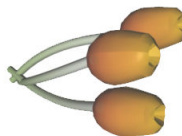
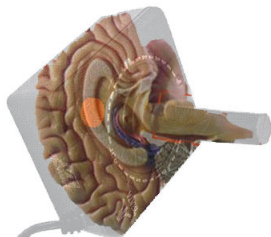
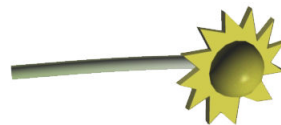
















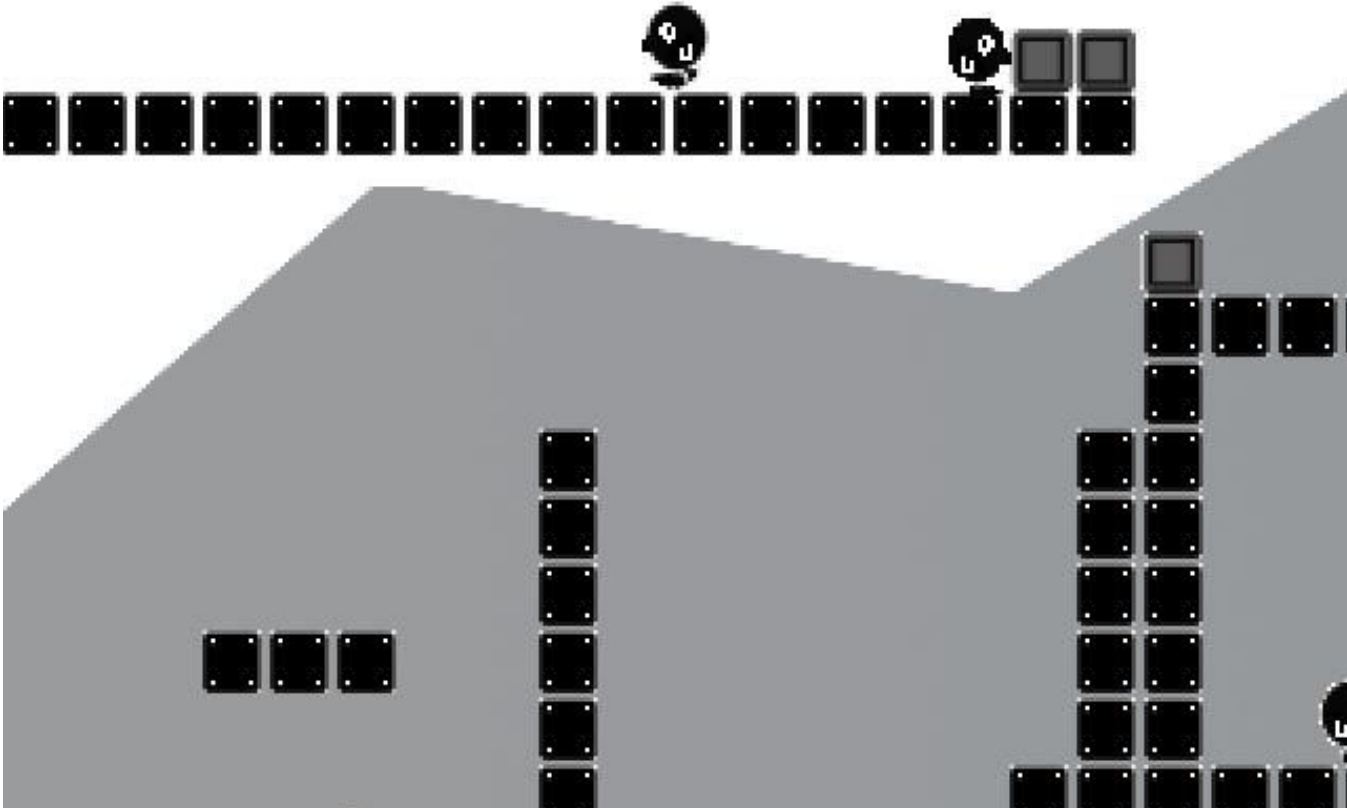




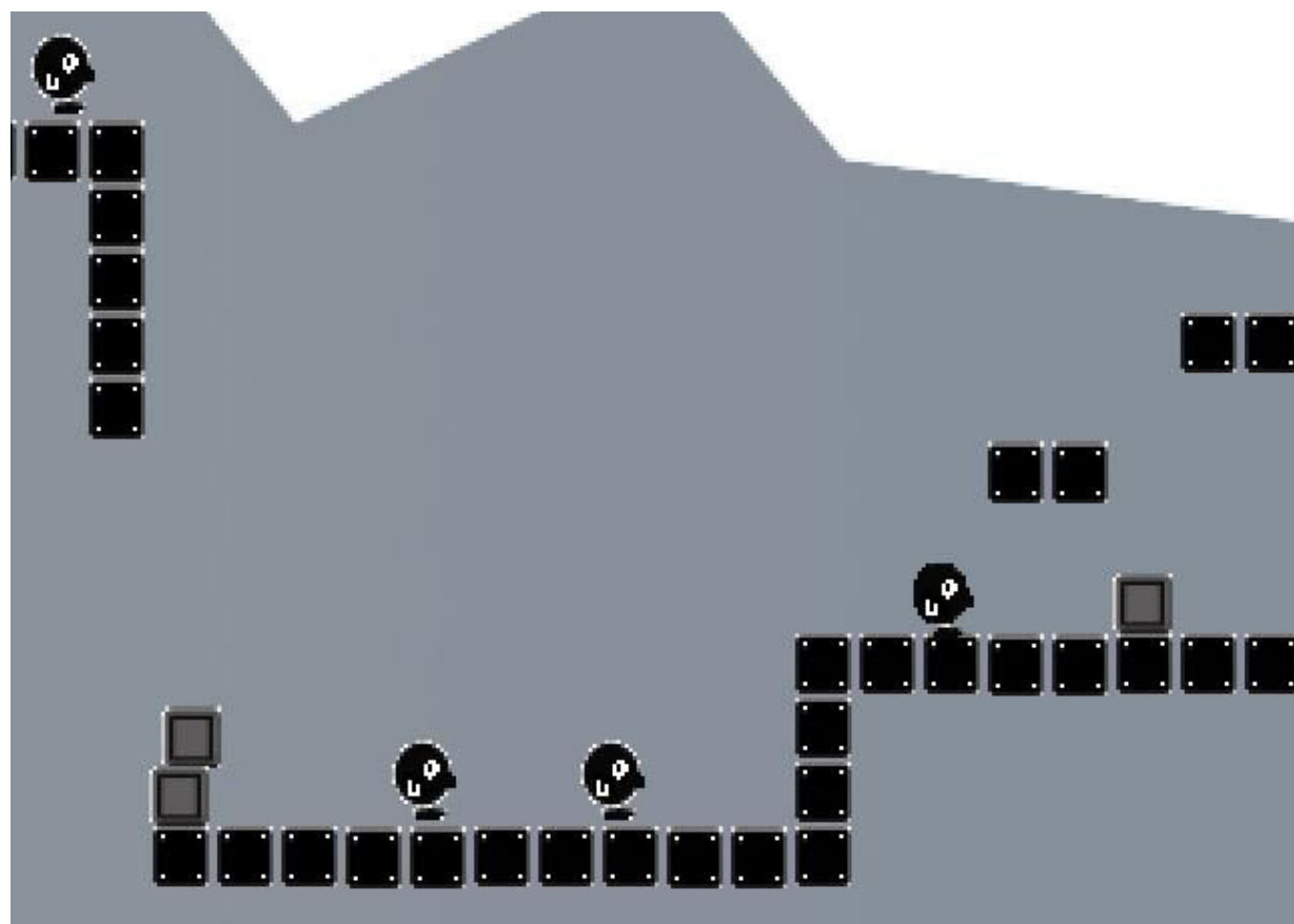
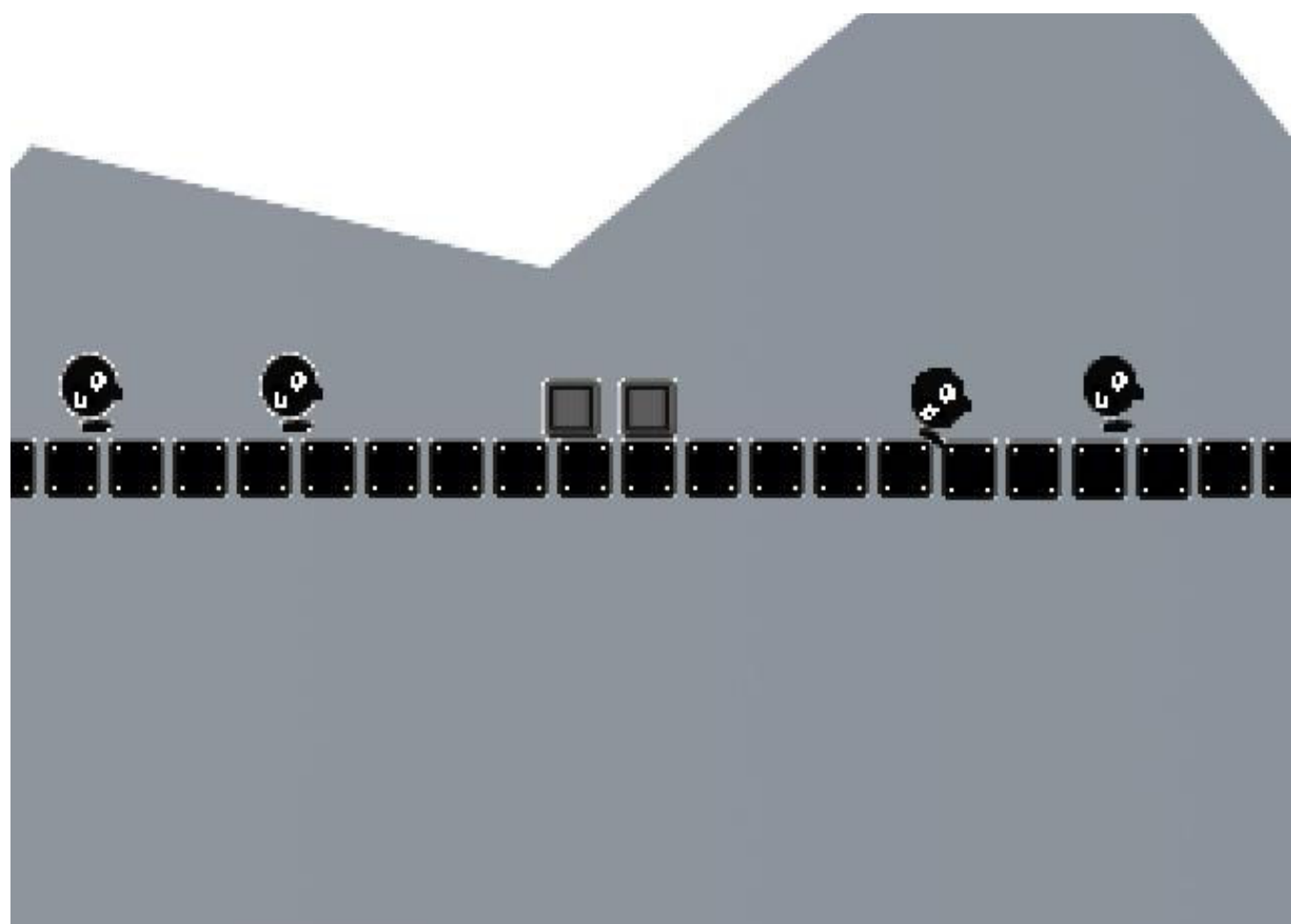


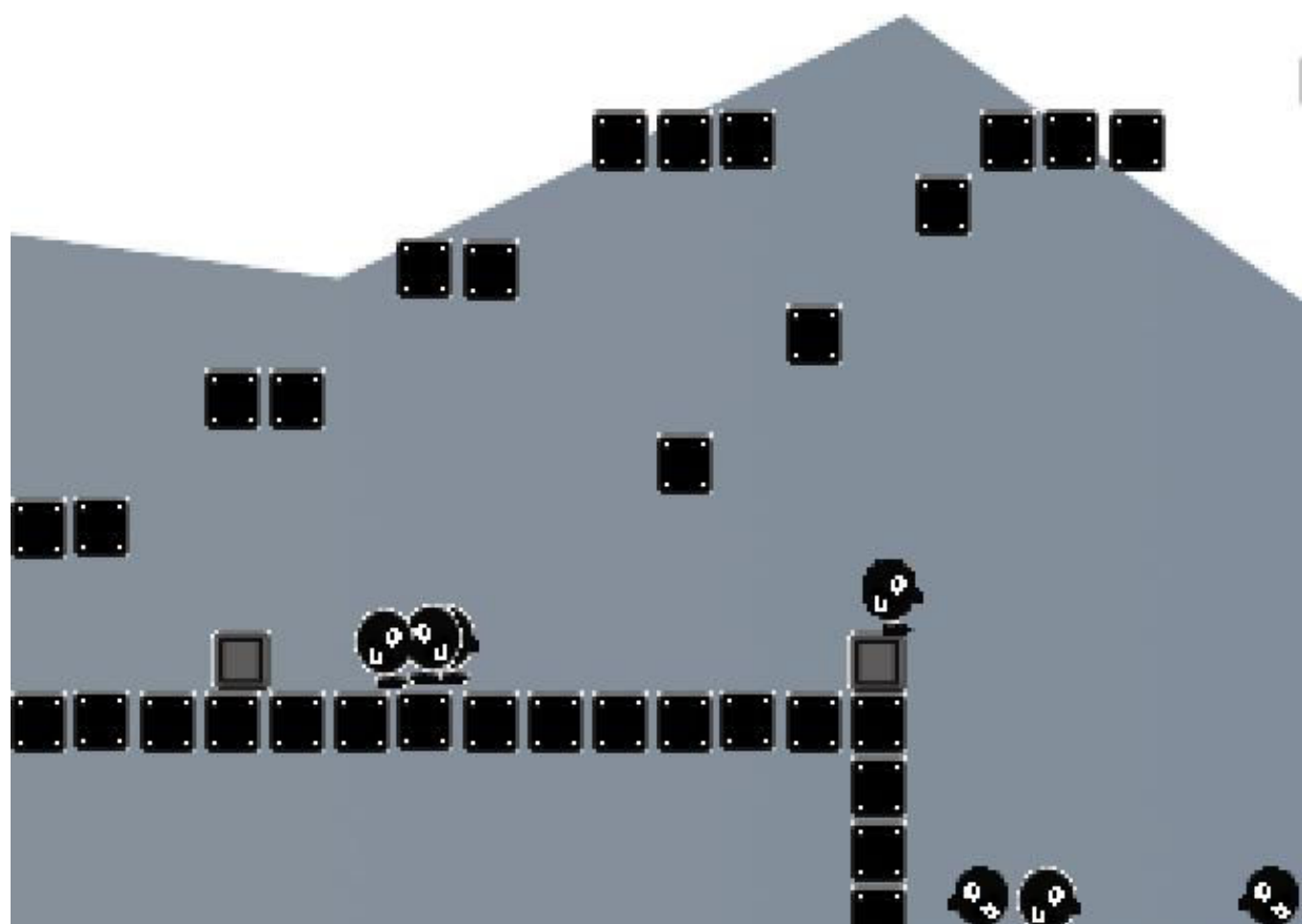
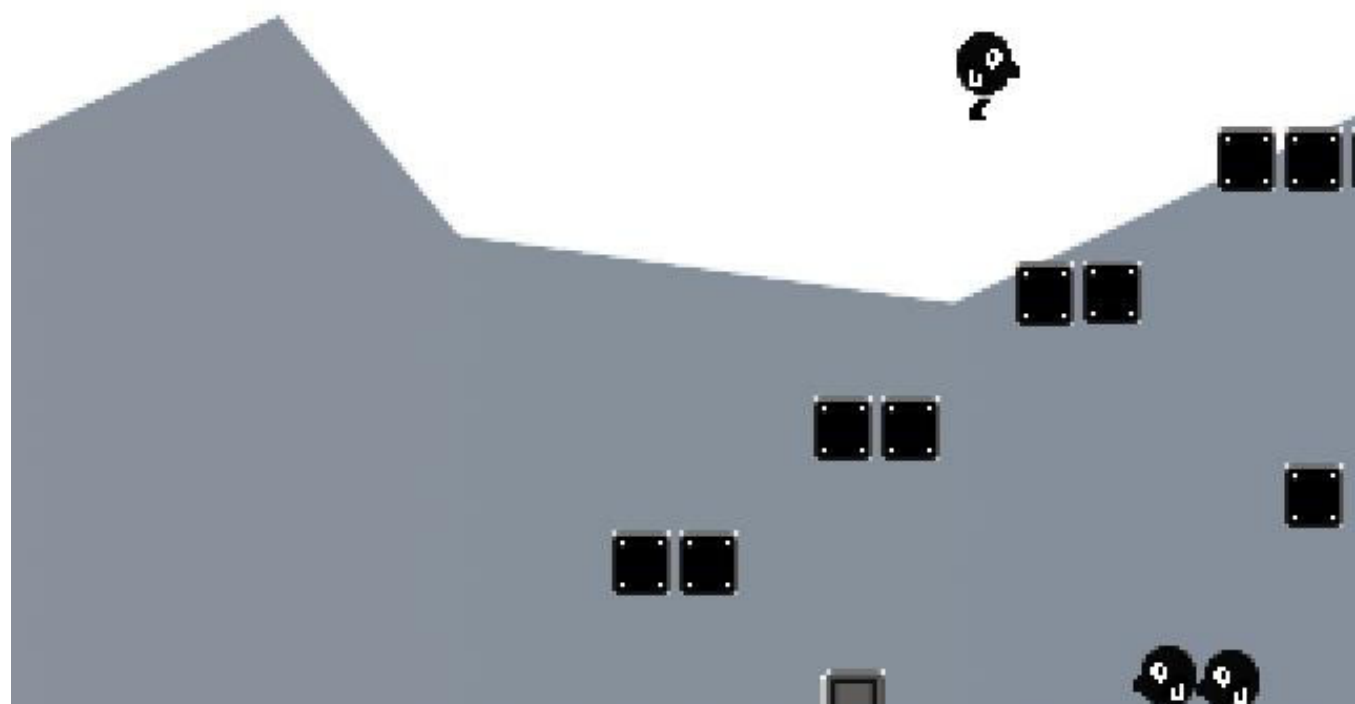


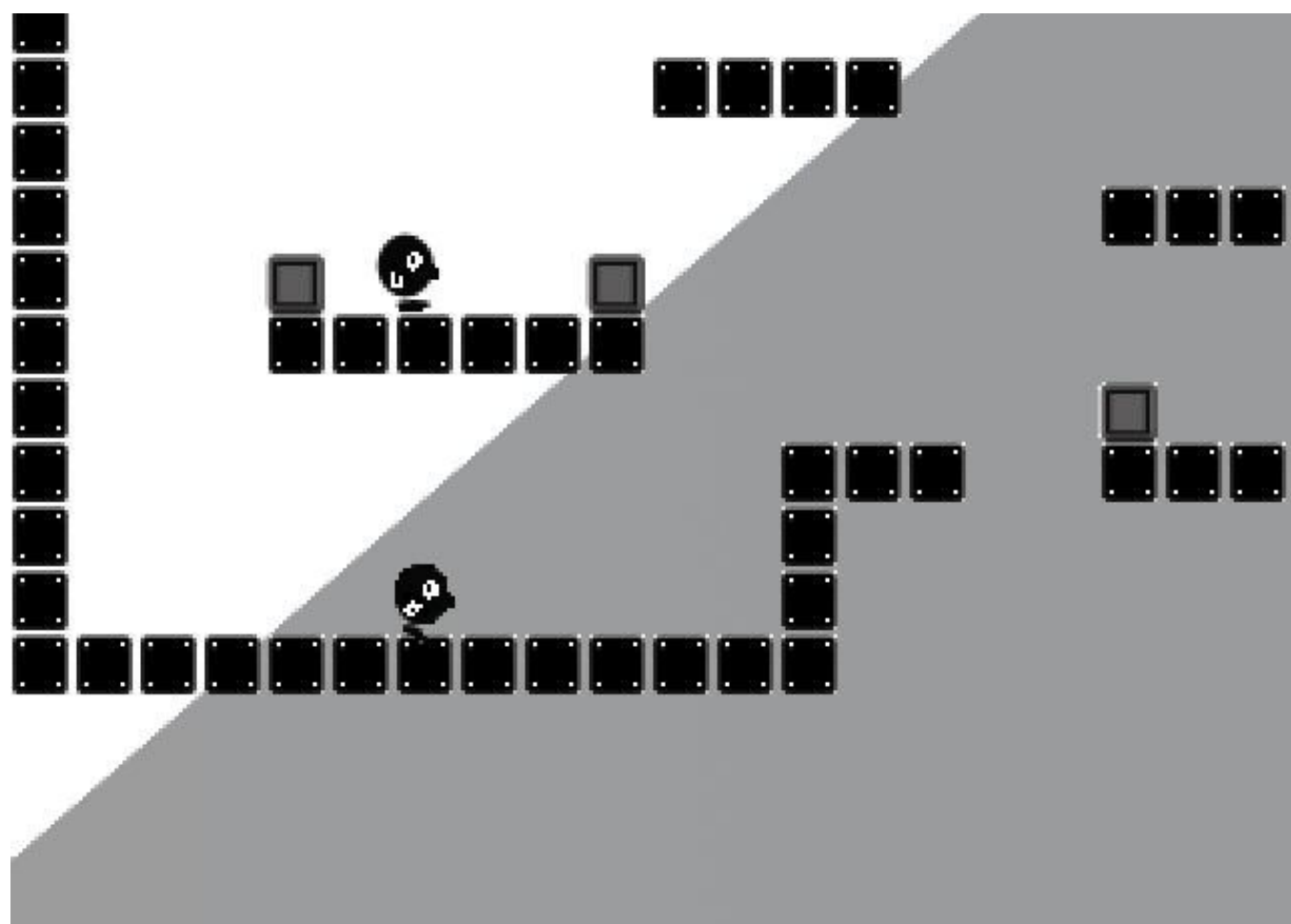
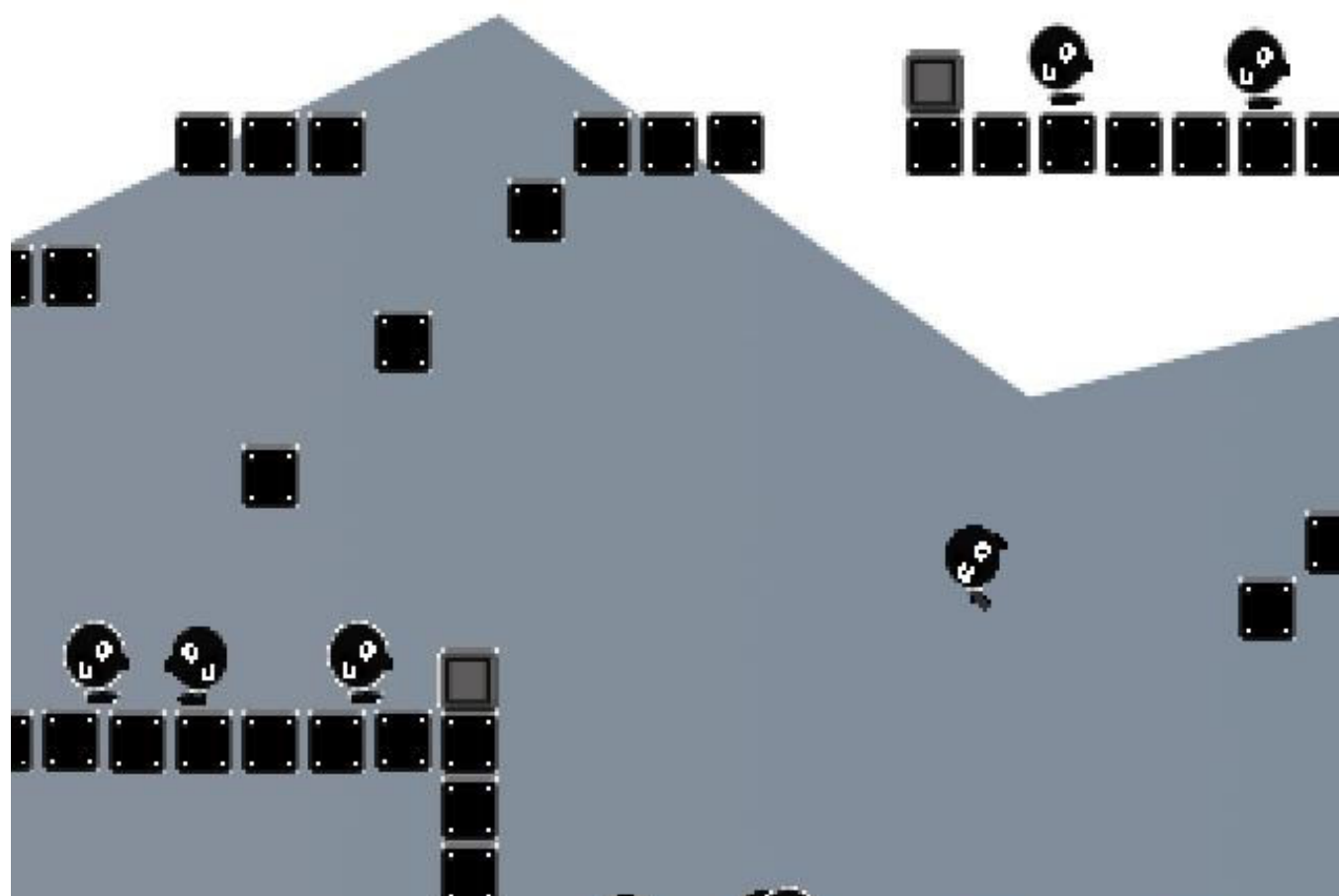




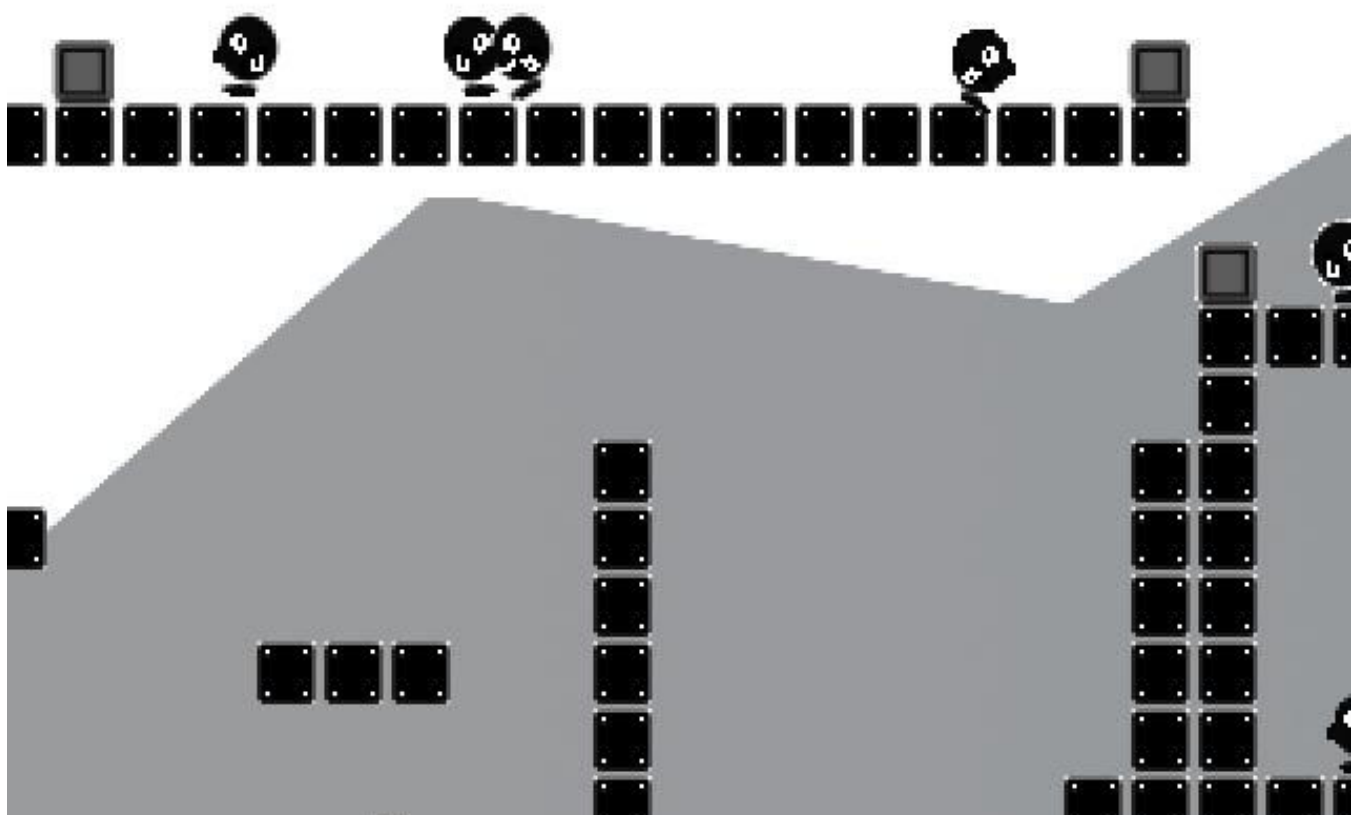
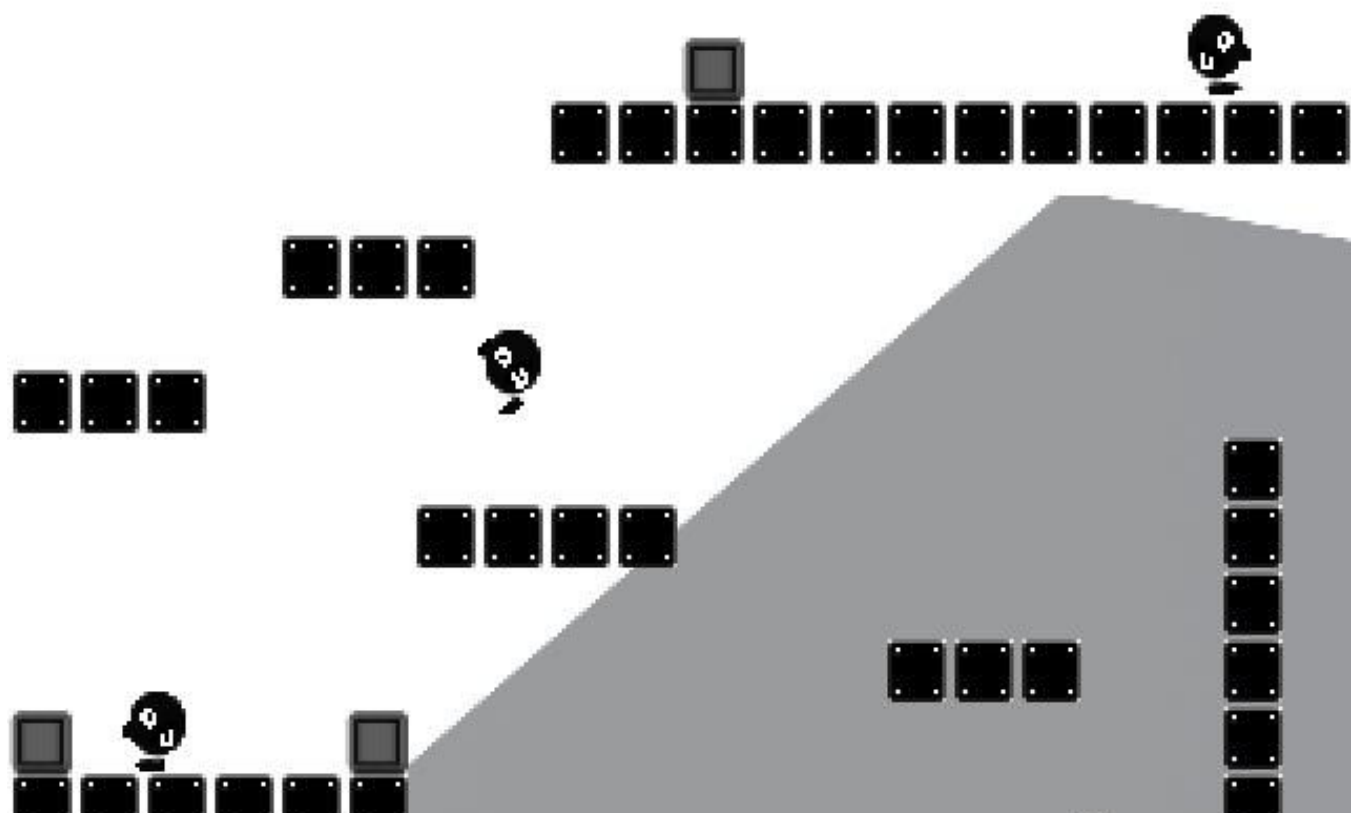


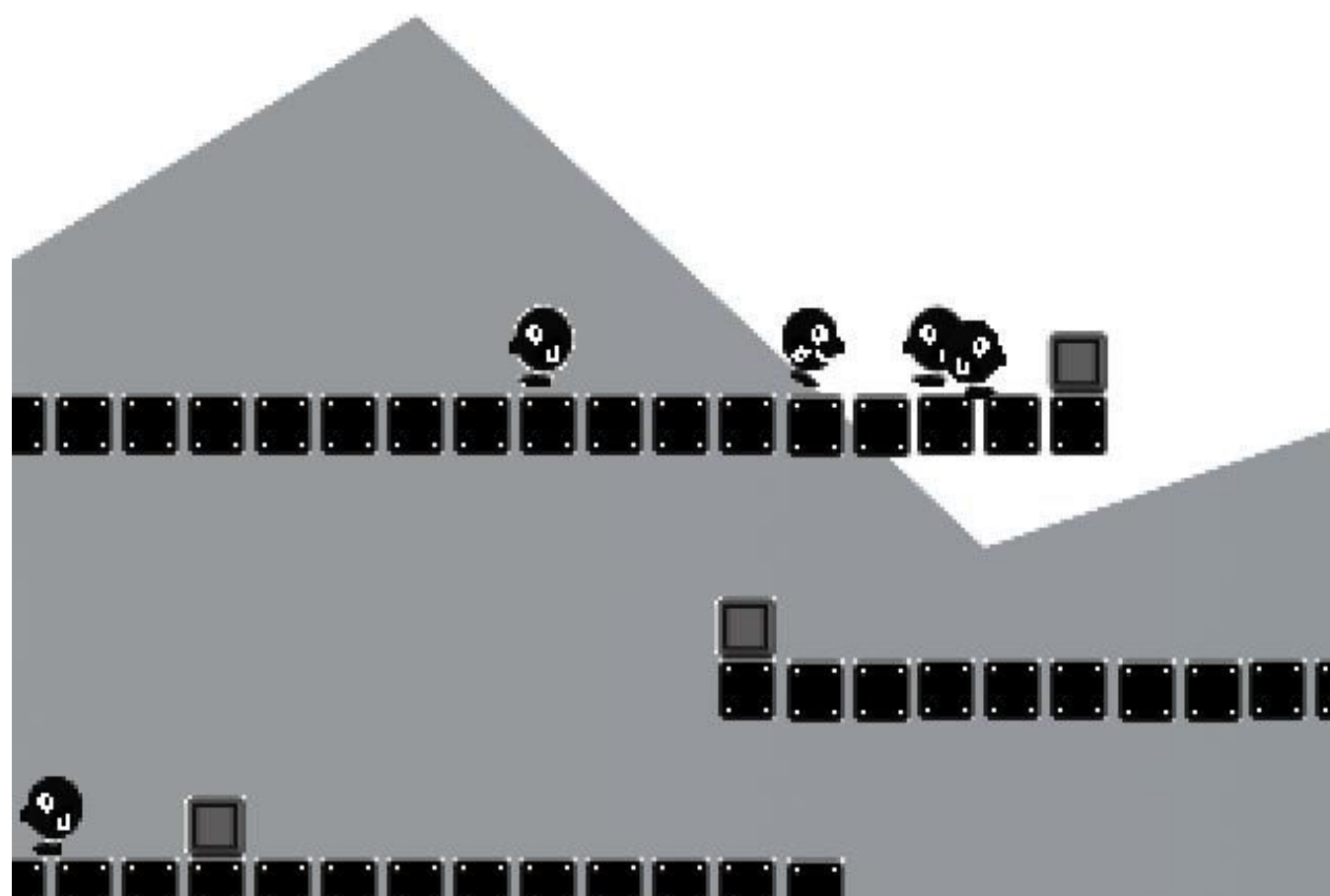
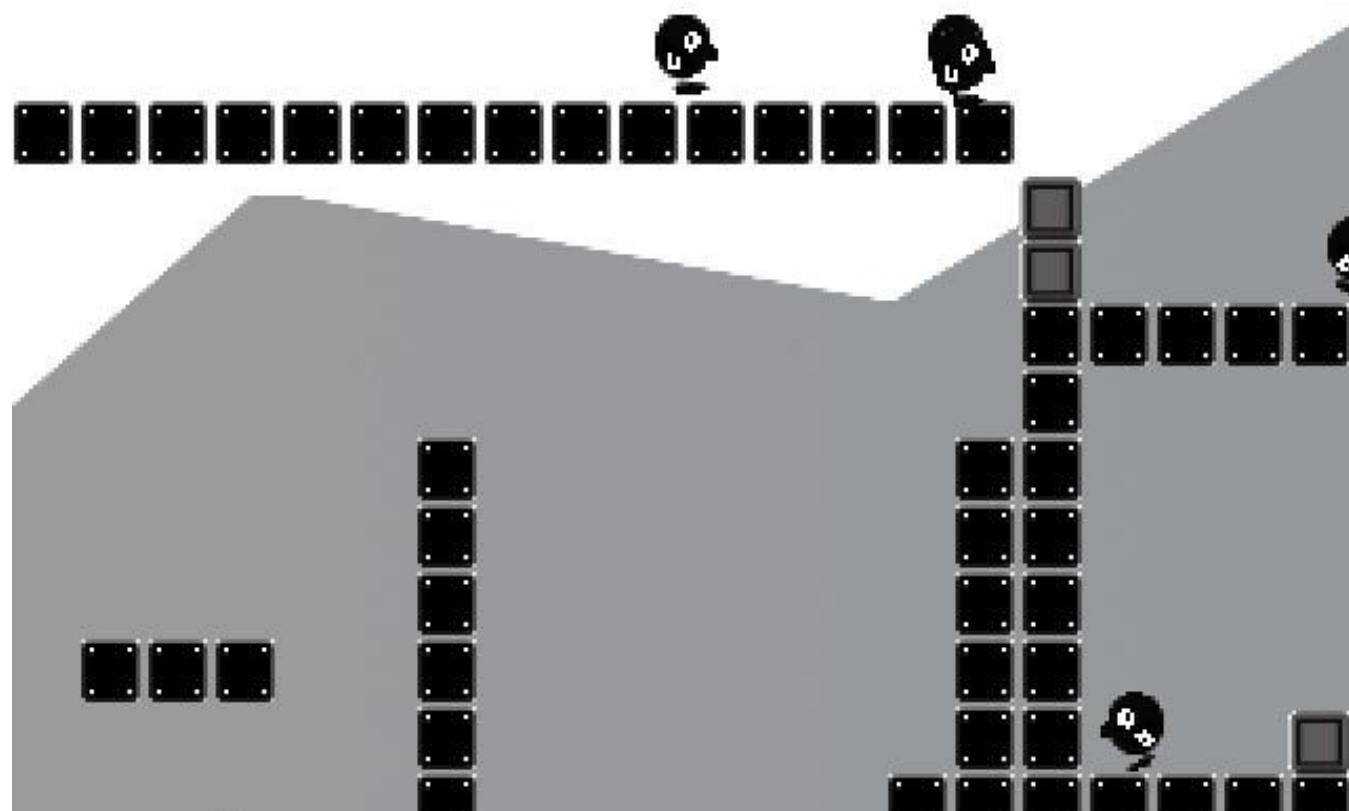


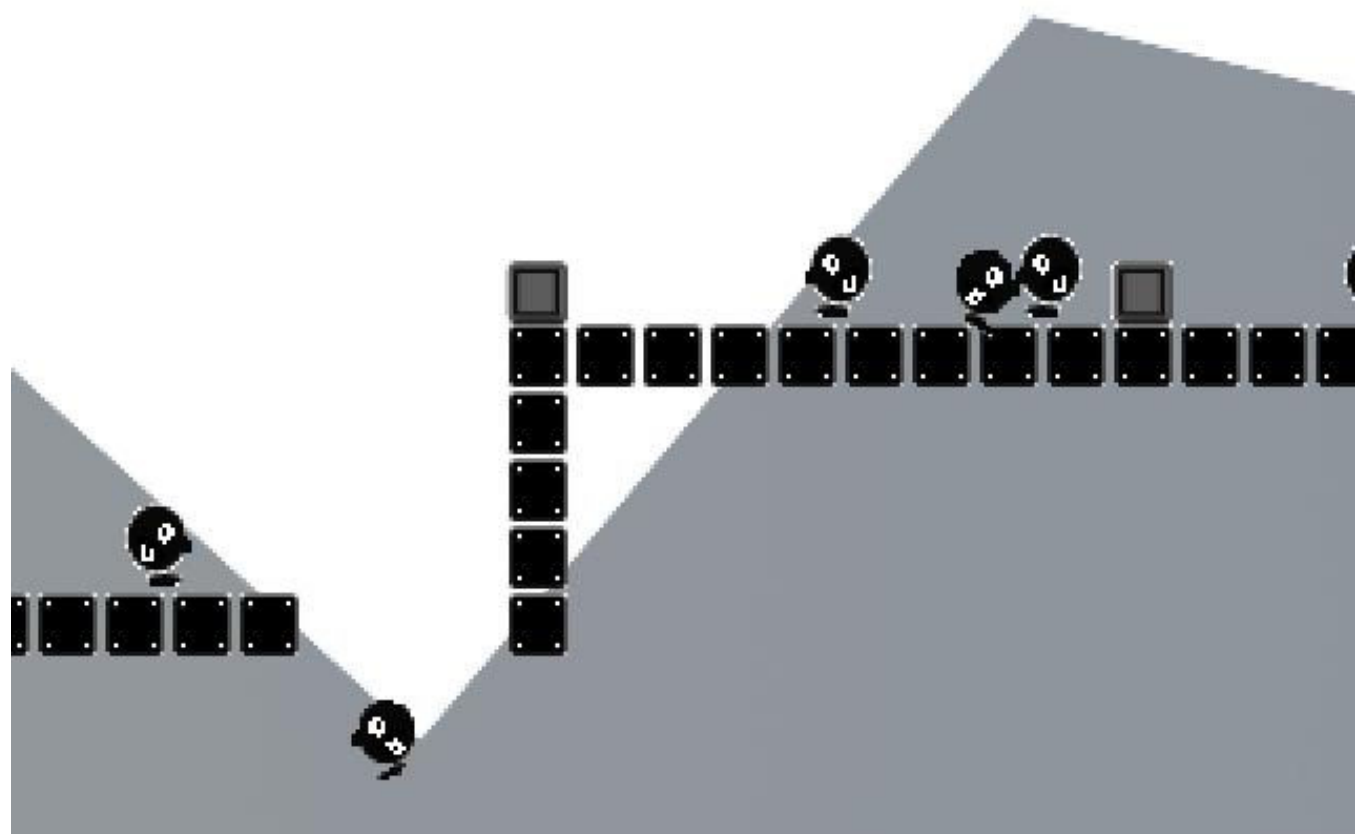
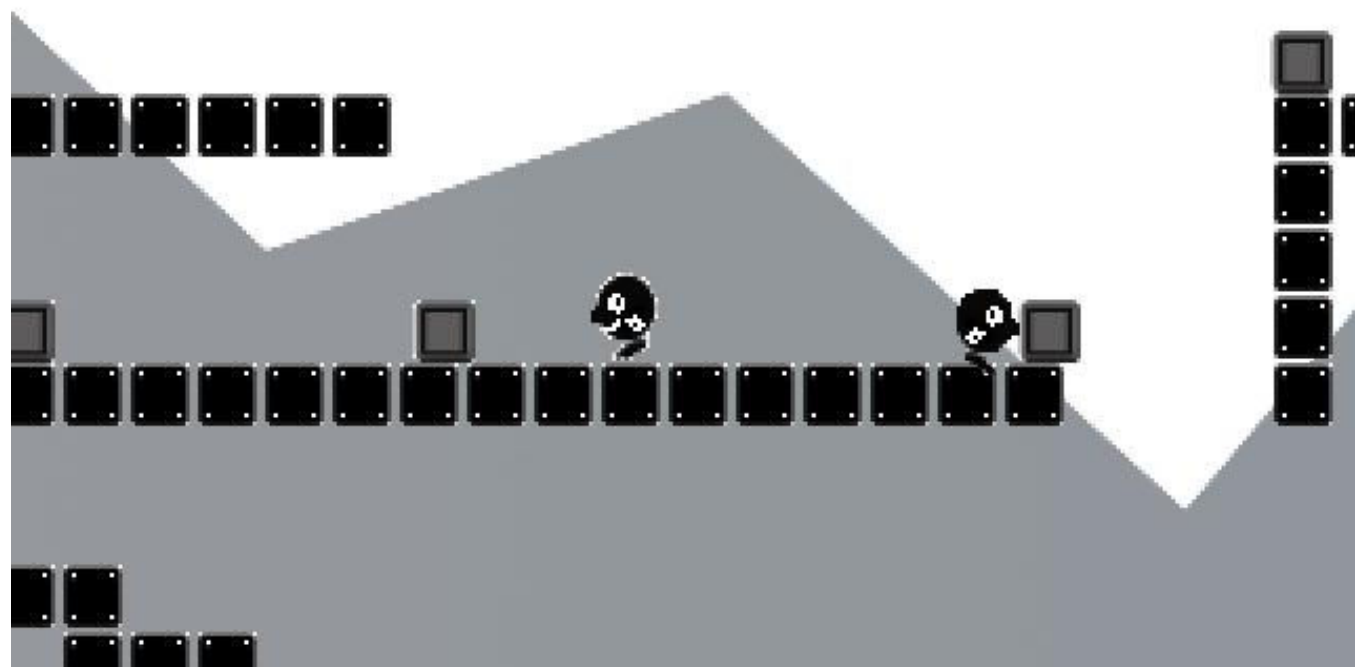




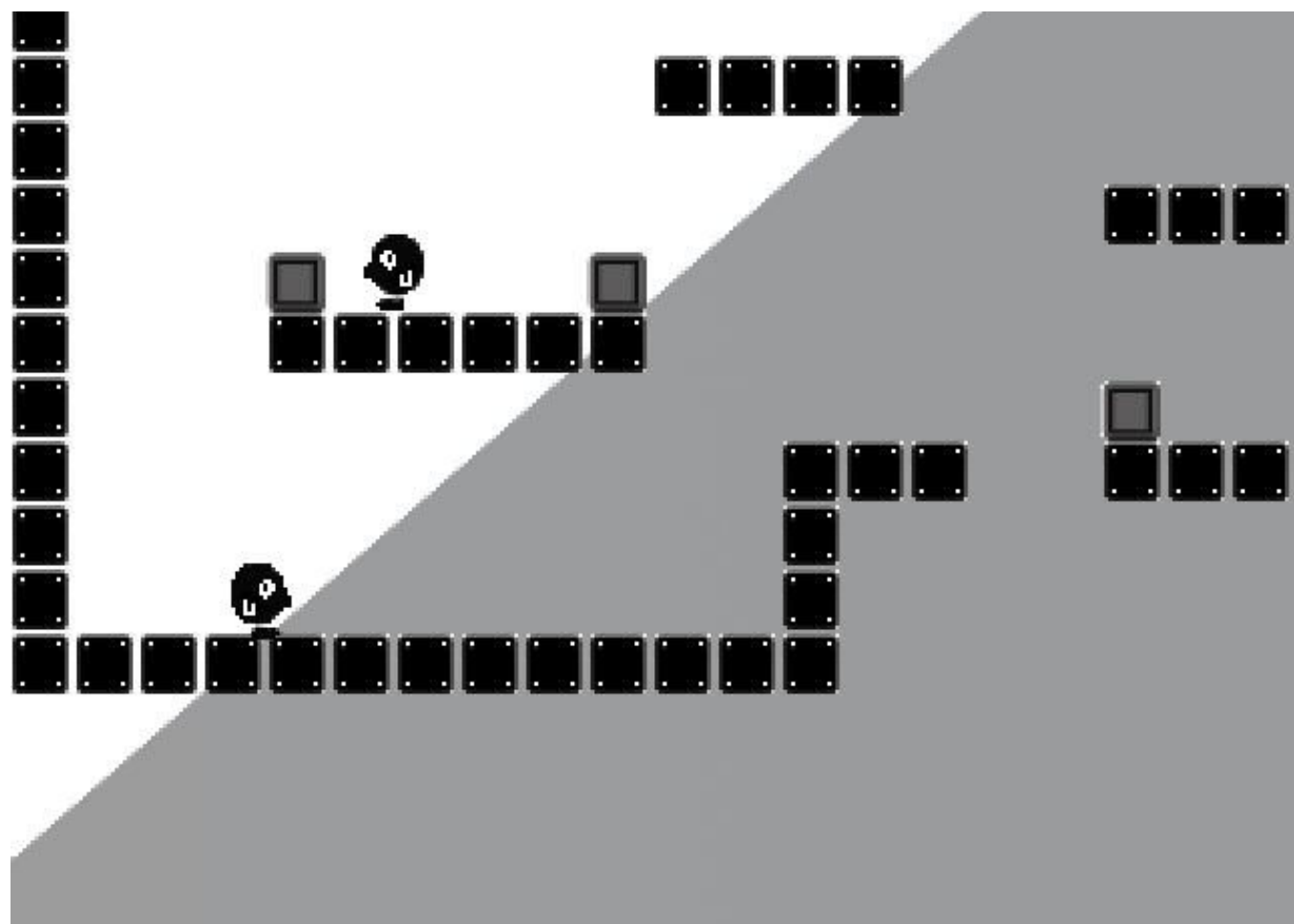
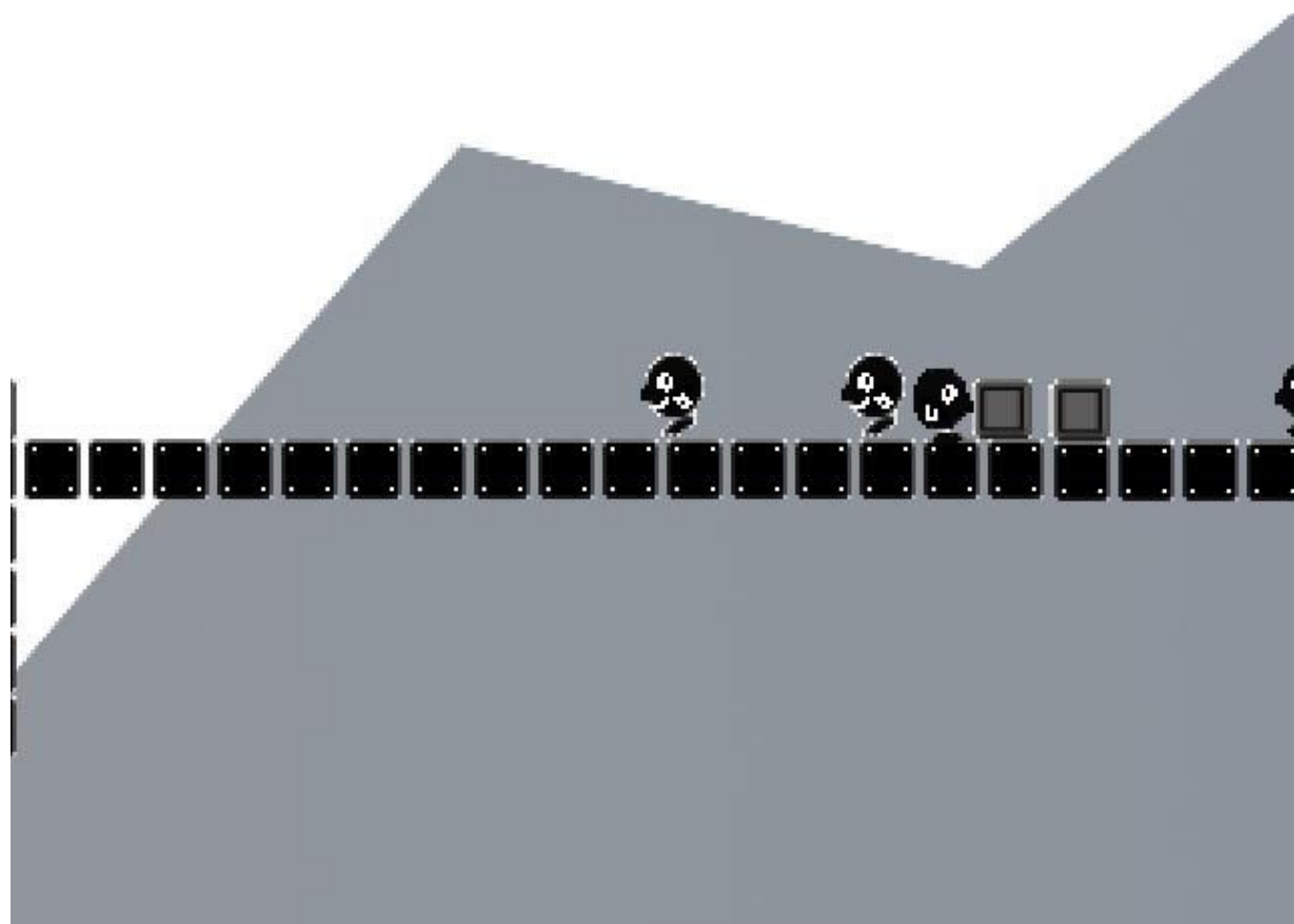




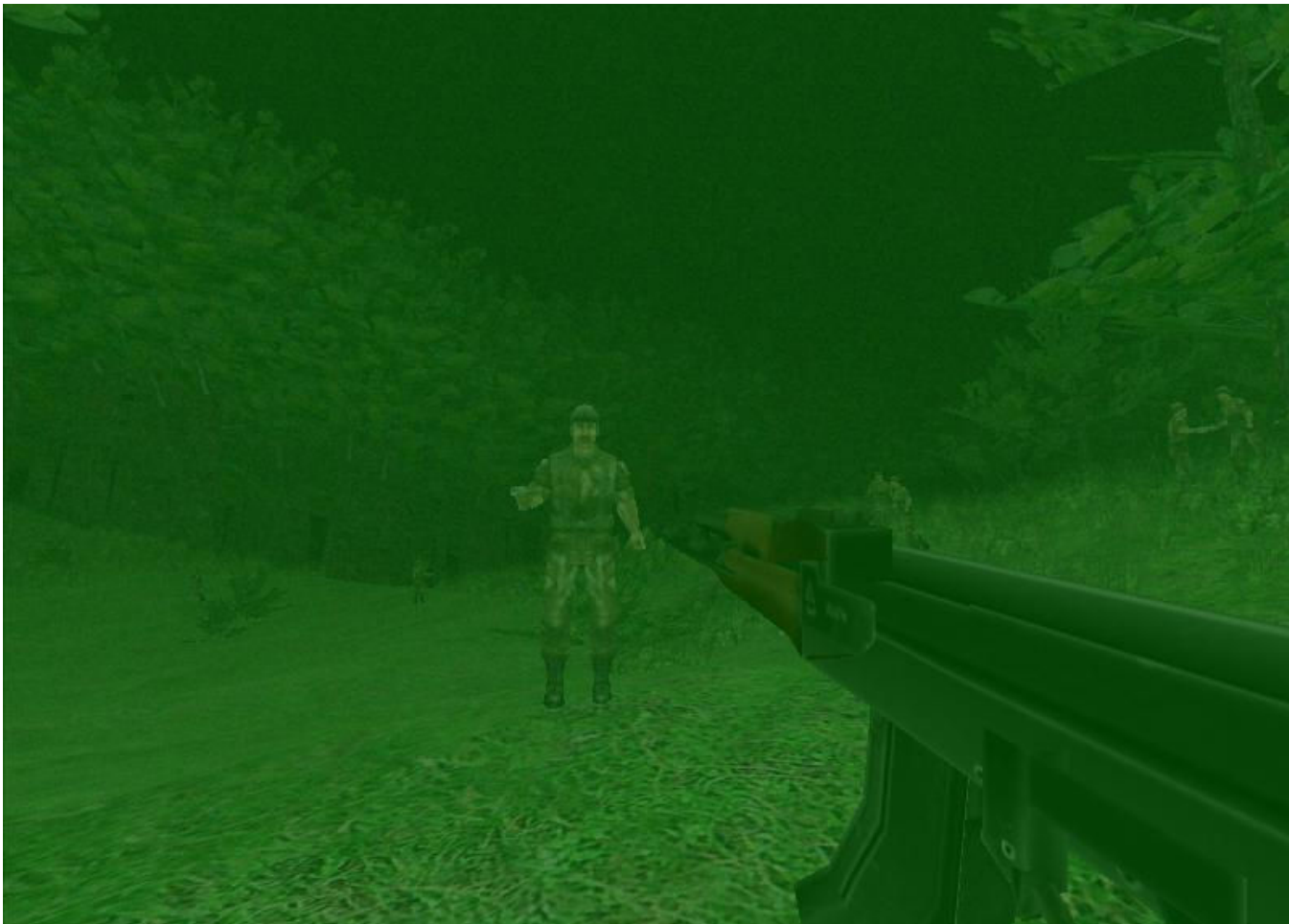




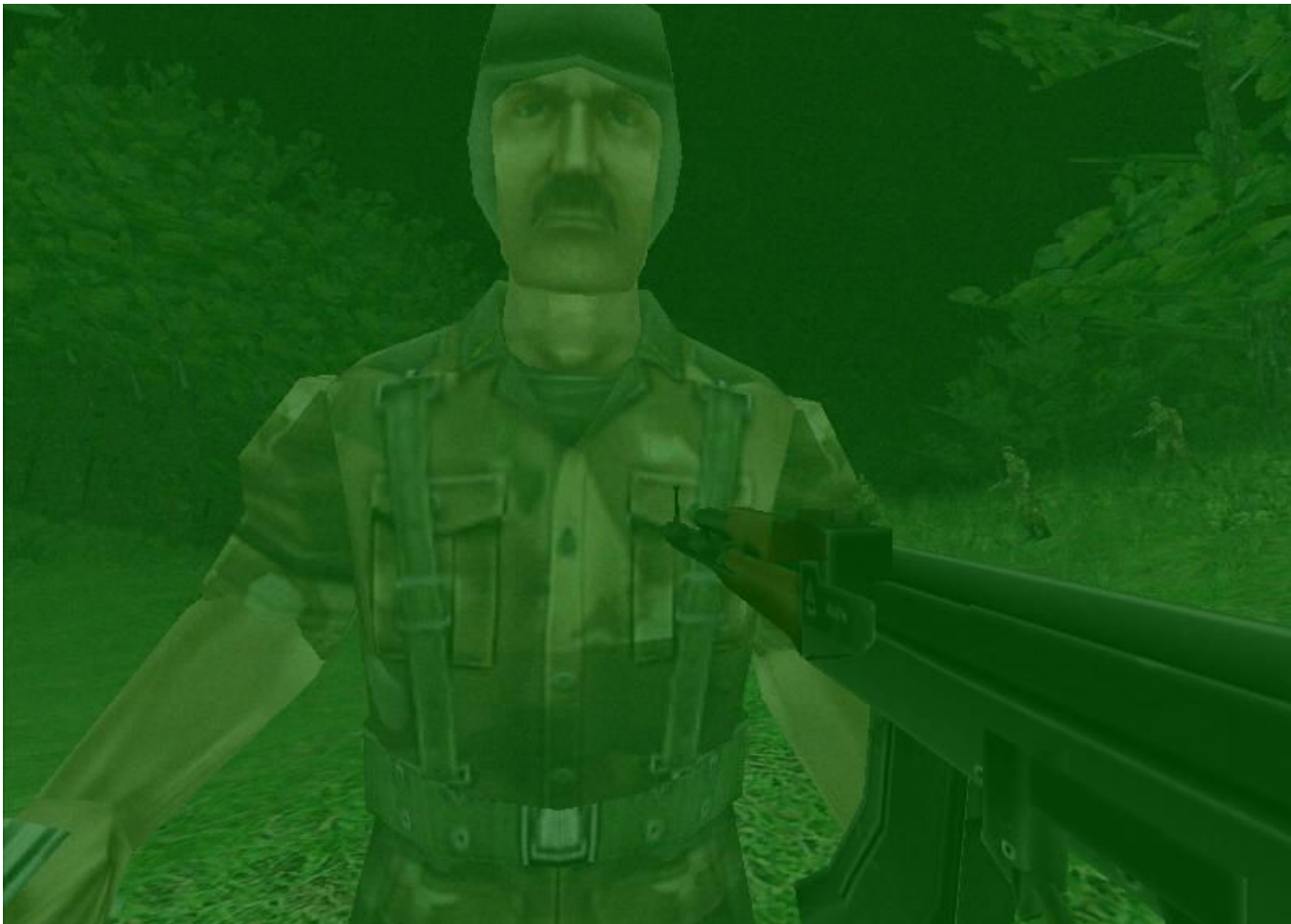


















































































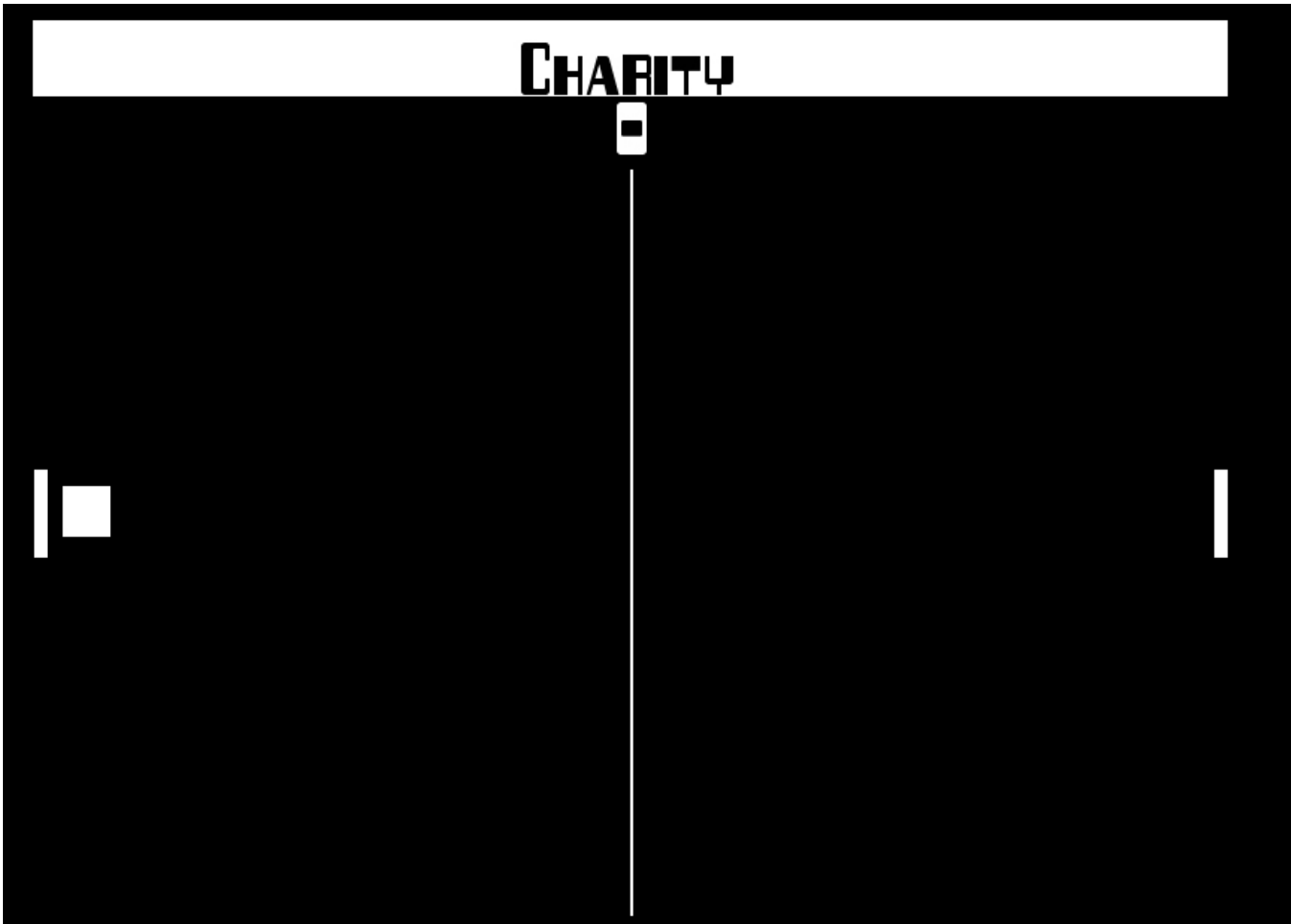


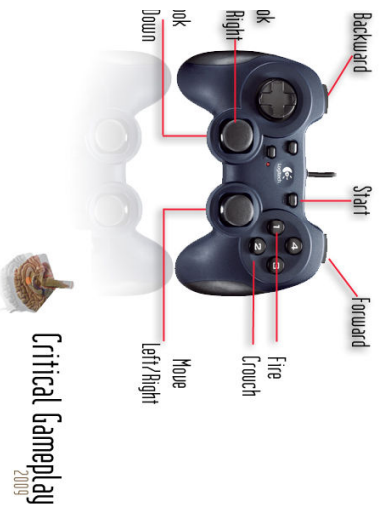












# Bang!

You're Dead.



# Black White

game that requires the player to kill, but by killing the player must endure a long  
 disruptive experience. The player is forced to review the fictive history of that particular  
 ctm.

ie goal is a forced reflection on the expense of killing.

re games is comprised of found images of real soldiers in their military and civilian lives. The images were collected from the public domain.

le in-game view is designed to mimic the experience of ght vision goggles and other electronic systems that aid distancing the individual from the experience of killing.



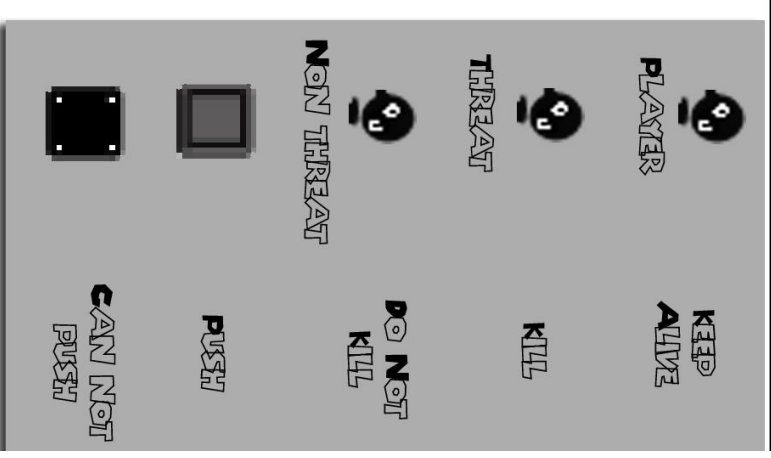
black&white is a game in which stereotype is challenged. instead of being able to identify a threat by appearance, the player must examine the threat by another means, behavior.

o survive the game, the player must react to non-player characters based on how they move. Two characters that look exactly the same, may act very differently.

he game is constructed in black and white to recursively allude to the experience it critiques. Where traditional platform-scrollers rely on standard, clear cut good and bad characters, this game seeks to work against the sense that all characters with a certain appearance are threats or non-threats.

**Instructions:**

navigate the space being careful not to fall off the world.  
 Step on threatening characters  
 Walk past friendly characters.  
 Friendly characters can kill some threats for you.  
 Travel right to left to reach the end of the level.





# Charity

Charity is a two-player cooperative game.

The player must "give" the ball to the other player to continue play.

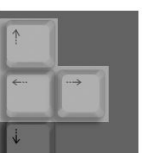
Every time the player receives the ball, the paddle grows.

When a player gives the ball, the ball grows, increasing play time.

Play ends when either player's paddle shrinks to nothing.

During volley, the ball shrinks as it travels.

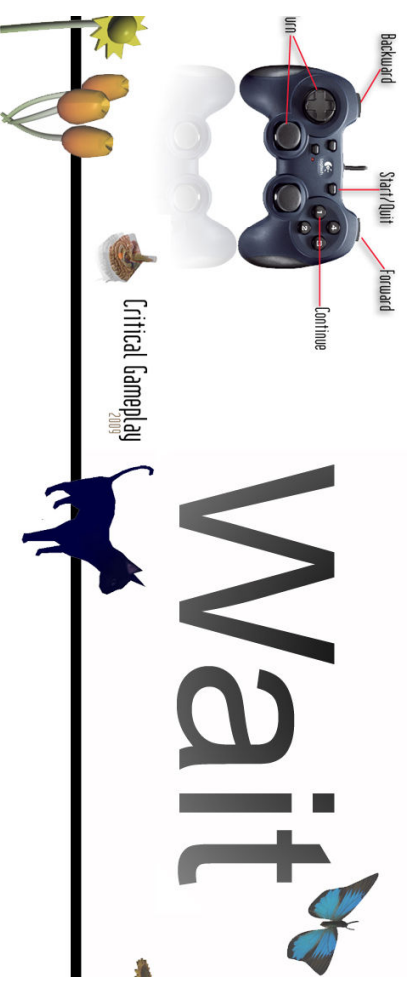
The game is an alternate implementation of the classic  
video game Pong.



Player 2



Player 1



ait, a simple game where the player is encouraged to refrain  
om acting on the world. As the player moves the world  
sappears, but when the player waits, the world becomes  
ore interesting. The majesty is found in the slow,  
ontrolled effort.

ayers are awarded points when the little things in life  
veal themselves.

structions:

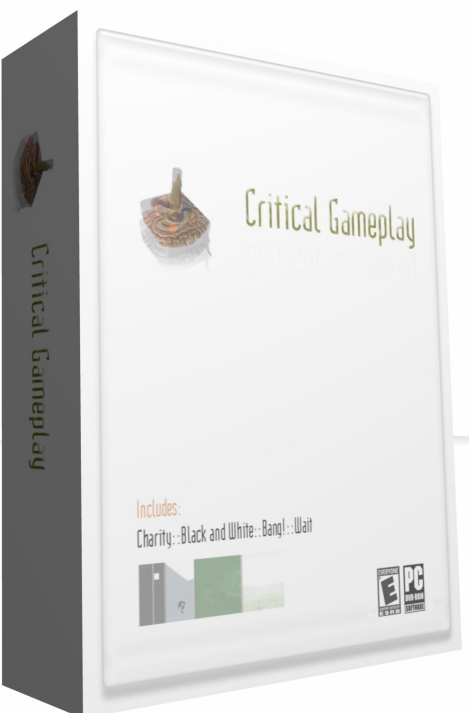
alk around the space. Stop and wait. Collect points

r seeing objects that are close. Linger, and the game will end.

alk without seeing and the world will disappear.

alance walking with seeing.



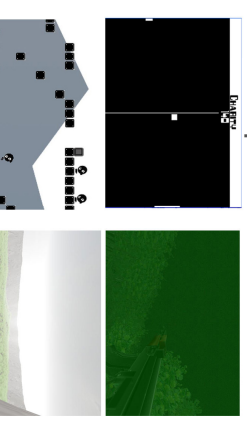


# What did your game teach you today?

CriticalGameplay.com

April 17th, 2009

Critical Gameplay is a collection of strategically designed video games. Each game asks the question, what do common game mechanics teach us? Each of the games in the collection are designed to help reevaluate our perspective on gameplay experiences. Critical gameplay seeks to offer alternate perspectives on the way we play.



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