

1. Record Nr.	UNISA996309236603316
Autore	Suter Beat
Titolo	Games and rules : game mechanics for the "Magic Circle" // edited by Beat Suter, Mela Kocher, and Rene Bauer
Pubbl/distr/stampa	Bielefeld, Germany, : transcript Verlag, 2019 Bielefeld, Germany : , : Transcript Verlag, , [2019] ©2019
ISBN	3-8394-4304-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (322 p.)
Collana	Edition Medienwissenschaft ; 53
Disciplina	794.8
Soggetti	Video games - Social aspects Video games - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter 1 Contents 5 Introduction 7 Rules of Play as a Framework for the "Magic Circle" 19 Games as a Special Zone 35 Play Computers 47 Requirements for a General Game Mechanics Framework 67 Underneath and Beyond Mechanics 87 Hansel and Gretel 115 The Spectacular Space 139 Nonverbal Guidance Systems 169 Ethics as a Game Mechanism 193 The Player as Puppet 217 The Ethical Avatar 243 Rules Shape Spaces Spaces Shape Rules 259 Game Mechanics of Serious Urban Games 267 NPC and Me 293 When Game Mechanics Come Crawling out of Ant Colonies 299 Authors 317
Sommario/riassunto	Why do we play games and why do we play them on computers? The contributors of »Games and Rules« take a closer look at the core of each game and the motivational system that is the game mechanics. Games are control circuits that organize the game world with their (joint) players and establish motivations in a dedicated space, a »Magic Circle«, whereas game mechanics are constructs of rules designed for interactions that provide gameplay. Those rules form the base for all the excitement and frustration we experience in games. This anthology contains individual essays by experts and authors with backgrounds in Game Design and Game Studies, who lead the discourse to get to the

bottom of game mechanics in video games and the real world - among  
them Miguel Sicart and Carlo Fabricatore.

---