Digital Media, Society, and Culture

Angus A. A. Mol

Content creation feedback

- Should be in your e-mail that you registered with on digmedia.lucdh.nl
- Don't forget:
  - Multimedia!
  - External sources (linking and/or use in writing)
  - Tagging
  - Categories
  - Handing them in!
  - Commenting (mandatory 1 meaningful comment/week)
- Want to make a podcast?
  - Record in my office during dedicated Open Office hours
    - Friday 2, Thursday 8, Friday 9, Thursday 15, Friday 16 November from 11:00-12:00 (6 slots)
  - I can act as your podcast partner
    - Make a script beforehand and send it to me!
  - I will teach you the basics of Audacity, so you can do the editing with audacity
  - Recording and tutorial takes about an hour.

- Sabine on Chinese Rooms
- Sarah on YouTube as a Career Platform
- Jess on Facebook as her Digital Community of choice
- Didi on Doomed to Fail Classic Consoles.

Blended presentations
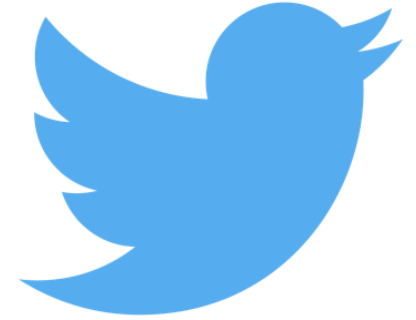
- Tweet-style presentations:
  - Slide1/Tweet1: "I predict that [development X] will happen in [digital phenomenon Y] in [about Z years
  - Slide2/Tweet2: Explain digital phenomenon Y:
    - in 280 characters or less plus one image
  - Slide3/Tweet3: Current status of Development X (in digital phenomenon Y)
    - in 280 characters or less plus one image
  - Slide4+5/Tweet4+5: Reason why you believe Development X will happen (in Z years):
    - in 280 characters or less plus one image
  - Slide 6/Tweet6: Whether you think it is a good or bad thing that Development X will happen to phenomenon Y (and why).
    - in 280 characters or less plus one image
  - Slide7/Tweet7: "If you would want to know more about this, I suggest following/reading/watching [online resource/person]
- Don't forget to use #s and @s as well as follow Twitter character count for links (always 23 characters)!
- 5 minutes + 2 minutes
- Hand in Powerpoint via Blackboard two days prior.
- Indicate in slide 8 (not part of the presentation in class), whether you:
  - Would like the LUCDH to tweet this for you anonymously.
  - You will tweet it with an own account.
  - You just want to present this in class.

Literature Pop-Recap!

- After the break, we will do a literature recap using Google Forms.
    - 15 min (approx. 5 minutes/question)
- You will be asked to choose three from the list below and answer

"One thing I remember from Pick [1,2,3] that was useful, insightful, funny, interesting or otherwise noteworthy is:"

- Critical Theory and the Digital, (Berry, 2014)
- The chapters from Science Blogging: The Essential Guide,
- Revolutions in Communication, Chapter 10: Computers (Kovarik, 2015).
- Revolutions in Communication, Chapter 11: Digital Networks (Kovarik, 2015).
- The Anatomy of a Search Engine (Brin and Page, 1998).
- On Bullshit (Frankfurt 2005; on Blackboard)
- Maffesoli's From Society to Tribal Communities and/or the Introduction by Dawes
- Boellstorff's Coming of Age in Second Life
- Pearce and Artemesia's Communities of Play
- Miller's Tales from Facebook
- Burges and Green's YouTube

digmedia.lucdh.nl/lit-recap

What are videogames?

- "Any forms of computer-based entertainment software, either textual or image-based, using any electronic platform such as personal computers or consoles and involving one or multiple players in a physical or networked environment" (Fraschi 2001, in line with OED)

- Seems simple, but videogames are also "artifacts that evaluate performance" (curious about this and other definitions, see here)

Table 2.1 The elements of a videogame

Graphics	Any images that are displayed and any effects performed on them. This includes 3D objects, 2D tiles, 2D full-screen shots, Full Motion Video (FMV), statistics, informational overlays and anything else the player will see.
Sound	Any music or sound effects that are played during the game. This includes starting music, CD music, MIDI, MOD tracks, Foley effects, environmental sound.
Interface	The interface is anything that the player has to use or have direct contact with in order to play the game . . . it goes beyond simply the mouse/keyboard/joystick [and] includes graphics that the player must click on, menu systems that the player must navigate through and game control systems such as how to steer or control pieces in the game.
Gameplay	Gameplay is a fuzzy term. It encompasses how much fun a game is, how immersive it is and the length of playability.
Story	The game's story includes any background before the game starts, all information the player gains during the story or when they win and any information they learn about characters in the game.

Source: Adapted from Howland 1998a.

Pong

a game is *not*:

- A bunch of cool features
- A lot of fancy graphics
- A series of challenging puzzles
- An intriguing setting and story

(Rollings and Morris 2000: 19–20, original formatting)

From Newman's *Videogames* (2010)

Disciplines "involved with" videogames

Spacewar!

- Computer Science
- Game Design
- Game Studies/Ludology
  - Game Studies Journal
  - Games and Culture
  - Game Studies Minor
- Narratology
  - Interactive Narratives
- Media Studies
- Game Journalism
  - Many news outlets
    - Kotaku, Rock, Paper Shotgun, Eurogamer, Polygon
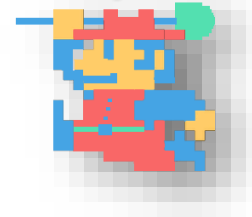 - Declining number of print magazines
    - Edge
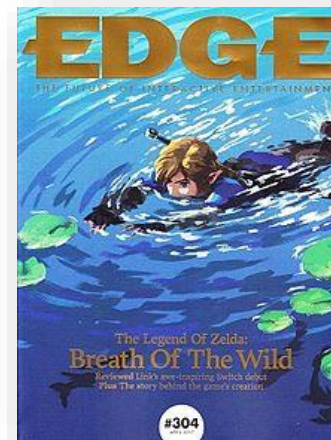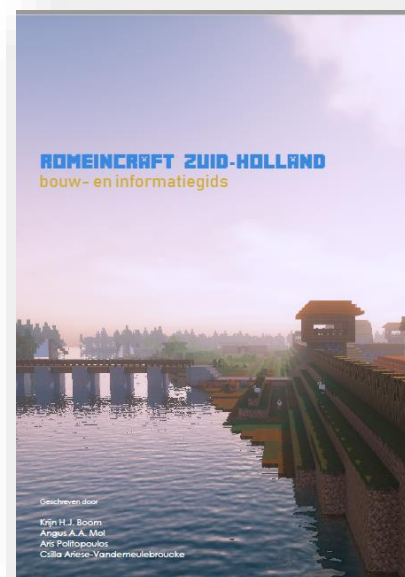
My research on videogames

- Why do we play with the past?
  - How do we experience the past through interactive digital media?
  - How and to what end are interactive pasts designed?
  - How can we democratize access to knowledge about the past through interactive media?
- www.interactivepasts.com/

RO MEIN CRAFT

ROMEINCRAFT ZUID-HOLLAND
bouw- en informatiegids

Geschreven door
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Supported by:

Gelder land Grens land
ERFGOEDFESTIVAL.NL
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provincie Zuid HOLLAND

INTERACTIVE PASTS

Streaming the past

What VALUE's Halloween Bone-anza

Why 'Tis the season of spooky so naturally we're spending a lovely evening co-op shooting zombie Nazis. Joined by Hayley Mickleburgh and Jessica Palmer, we will be able to delve into the sciences of forensic taphonomy and osteology (the studies of human decomposition and human remains). Join us as we pick the brains of these brilliant scientists - and blow some brains at the same time.

Where twitch.tv/valuefnd

When Saturday 27 October 19:00 CEST

INTERACTIVE PASTS
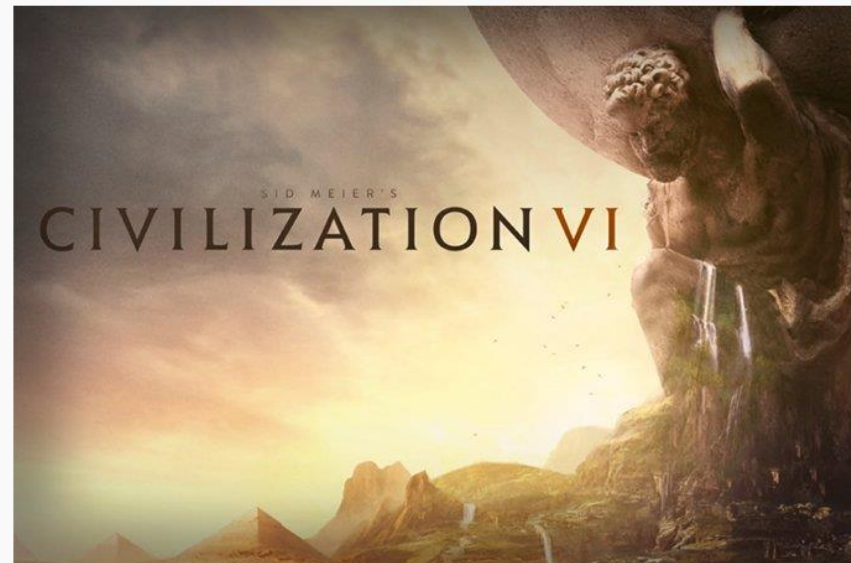
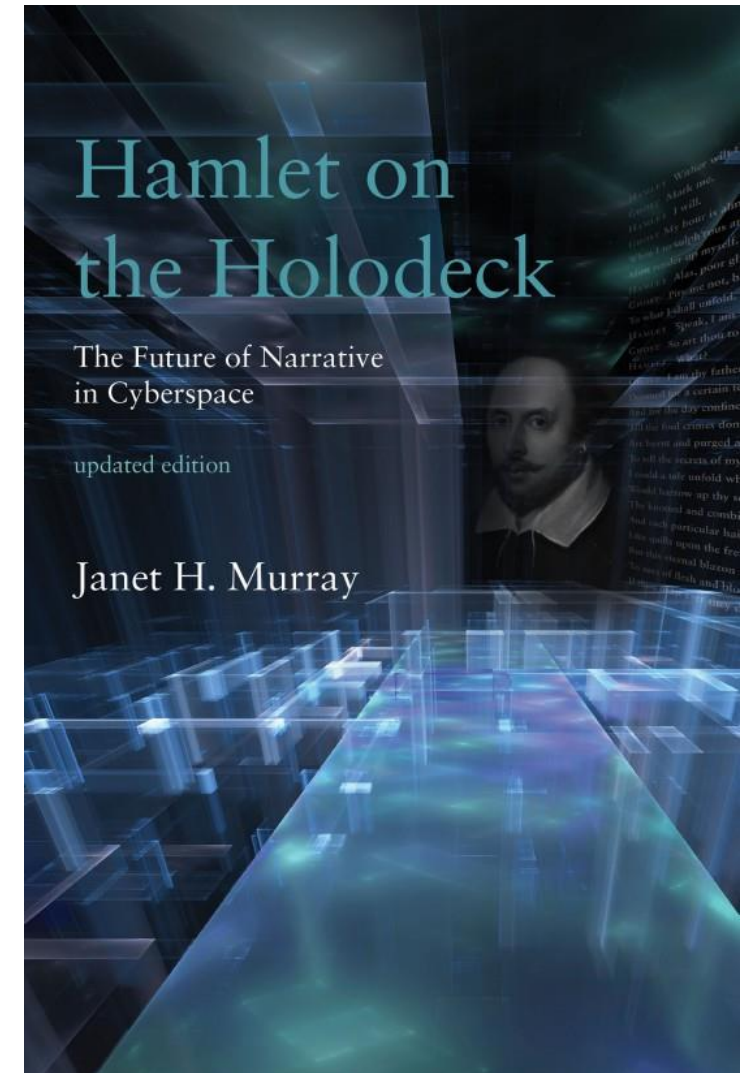**One More Turn**

What Sid Meier's Civilization VI

Why Because Civilization is a wonderful playground of the past! Also, because Ymir and Doctor Random believe they can stream the past AND be entertaining and enlightening for hours! Join them and find out what crazy, what-if history of Persian they end up in!

Where twitch.tv/valuefnd

**When** Thursdays 15:00-17:00

So... What's new?

- Murray suggests digital environments (with reference to storytelling) are:
  - Procedural: computers execute a series of rules
  - Participatory: Computers respond to human interaction
  - Spatial: Computers provide a space for humans to move through
  - Encyclopedic (see quote below)

- Ludological definition: "The only radically novel [thing] about computer games in comparison with analogue games are their ever increasing ability to handle vast amounts of information extremely quickly and the machine's position as referee as well as definer and executer of mechanisms. (Iversen 2010, p. 33)"

Hamlet on the Holodeck
The Future of Narrative in Cyberspace
updated edition
Janet H. Murray

Homo Ludens (Huizinga 1938)

- Play (1955, p.8-10):
  - is free, is in fact freedom.
  - is not "ordinary" or "real" life.
  - is distinct from "ordinary" life both as to locality and duration.
  - creates order, is order.
  - connected with no material interest

The magic circle   Everything else
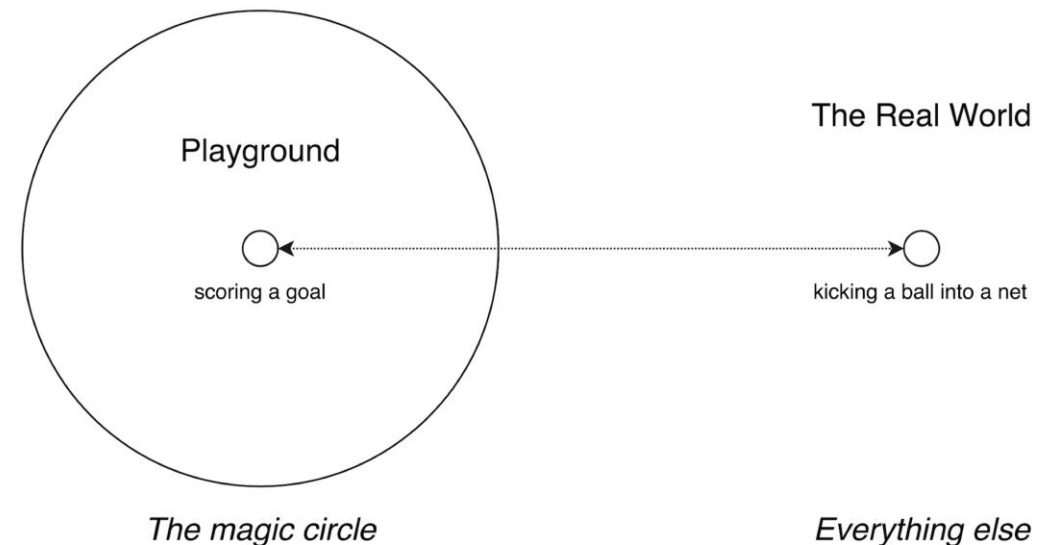
Playgrounds

- Playgrounds: anything with boundaries and content that is experienced as fun
- Fun: any activity that is related to with commitment, attention, and care.

Liseberg playground by MONSTRUM (Göteborg, Sweden)

PLAY ANY-THING

THE PLEASURE OF LIMITS,
THE USES OF BOREDOM,
& THE SECRET OF GAMES

IAN BOGOST

Coming up!

- Literature online (Blackboard)
- We will discuss:
  - Virtuality and early virtual worlds
  - Labour, empire and globalization behind games
  - Cyborg Bodies
  - Interactive Pasts
- I will put game suggestions with every topic
- First one: Flappy Bird!