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:
  - Purists: No info from outside to keep the ‘magic’ (though it may be okay if stuck)
    - External info OK once the game has been completed
  - Middle-Ground: Anything that isn't cheat codes, unlockables, changing code is OK
  - Loose Approach: 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?
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,
CMS.300 / CMS.841 Introduction to Videogame Studies
Fall 2011

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