Let's play a game!
- 20 questions with games
  - but you can't ask about the theme, or specific characters, or setting
  - only the formal elements

What were the useful questions?
- digital?
- # of players (fixed, multi)
- card/board/tokens
- athletic
- # of lives (chances)
- gambling
- elimination

How do we think of games as formal systems?
- Is genre a formal element question?
- Some genres have very similar formal elements and are only distinguishable by the forbidden specifics (i.e. adventure games)
- The terminology we use is often inappropriate or irrelevant for some types of games
  - a “token” means different things for board games or arcade games
- And what about digital versions of analog games?
- In the end, the questions end up being about mechanics
- We all think about games differently
  - We need to come to a consensus of vocabulary
- How do we do this?
  - It's hard, especially with constant new innovations and academics can't impose terminology on the industry
  - there are differences between how designers, players, critics, marketers talk about games
- How do you personally game vocabulary?
  - The community you're exposed to
  - The connotations of a term that a designer/marketer puts in a game is determined by the players and their experiences
  - Players also name game phenomenon that the designers may not have predicted (i.e. goldfarming)
- Is this how (good) games are designed? By duplicating patterns? By using the vocabulary? With a set of parameters?
  - NO. That is not what makes a game good. That is not what the vocabulary is meant for.
    - It helps us understand a game
    - It helps us identify families of games
    - It helps us make significant changes
    - Don't get too wrapped up in vocabulary!
- You can construct “dictionaries” by analyzing games or papers