Simulation and Abstraction
- what do you want to abstract in a game?
  - complex maneuvers – physical stunts
  - different characters
  - health
  - “world” – limits and characteristics
- what do you get for free?
  - say you’re playing a LARP
  - playspace
  - character movement, traits
  - physics
- complex metaphors can be made with visual representation
  - see the movement of the character in Passage
  - time becomes horizontal movement
- is there a game that abstracts celebration?
  - 52-card pick up!
    - probably a good representation, bad game
- every time you abstract something, you’re limiting the player’s understanding
- do simulations need to be numerical?
  - without abstraction, you don’t know what’s allowed in the game
  - abstractions define possibilities
  - allows you to skip over the boring stuff, or make the boring stuff more interesting,
    or make hard things easy
- abstractions also make certain things morally acceptable – destruction of cities, war
- things that should be simulated
  - conflict – economical, territorial, knowledge
- puzzle games are hard to fit in the simulation model
  - what is Bejeweled simulating/abstracting???
- what is the collection of mechanics that makes a system behave the way it does?
- some games can try to make you forget it’s a game…but that’s not really the point –
  not necessarily engaging
- Milgram experiment
  - was more about submitting to authority
  - real as simulated pain and punishment
- feasibility
  - what’s practical? What needs to be abstracted?
  - it’s just more practical to abstract
- Philip’s Theory on Game Design Concerns
  - separation
    - taking out the boring/awkward bits
  - information
    - having/lacking game knowledge
  - competition/conflict
- verisimilitude
  - immersion, the appearance of reality
- verisimilitude is completely at odds with separation