

1. Do you already have a direction or focus that you would be interested in to further explore?

De-gamified/critical games.

a) Counter-gamification, creating a “game” (more likely a puzzle) where the player has agency that is uninterested. Agency as emancipation, source of confidence. Why do I play puzzles? It makes me confident! The more I play the better I become.

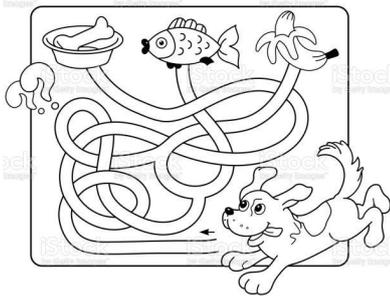
Mundane process: to learn to process arbitrary information & gestures. Uninterested game could be a game that unfolds all its itinerary/system/intention (a safe way to experience reality?) before the start, in the same way that jigsaw-puzzles have their full picture on top of the box, prior to the solving of the puzzle.

Puzzle

A puzzle is a game, problem, or toy that tests a person's ingenuity or knowledge. In a puzzle, the solver is **expected to put pieces together in a logical way**, in order to arrive at the correct or fun solution of the puzzle.

b) Instead of putting something together or building up a narrative one has to unravel, take apart. To unsolved is a goal in itself, outcomes can be multiple.

Like labyrinth-games, I always used to start from the end to find the route to the start, it always seemed to be the fastest way to find the correct route back.



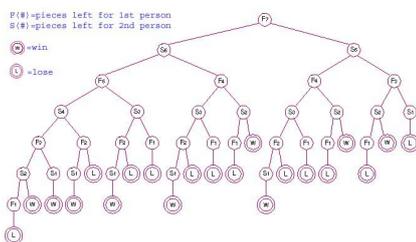
To win a game one needs to cheat or “loose”. Usually the player is encouraged to win over something, in Misère games one has to refrain from taking it all over.

Misère game

A *misère game* or *bettel game* is a game that is played according to its conventional rules, except that it is "played to lose"; that is, the winner is the one who loses according to the normal game rules.

Nim Game

Nim is a mathematical game of strategy in which two players take turns removing (or "nimming") objects from distinct heaps or piles. On each turn, a player must remove at least one object, and may remove any number of objects provided they all come from the same heap or pile. Depending on the version being played, the goal of the game is either to avoid taking the last object or to take the last object.



c) Dynamic between POP and PAP, hierarchy in cultural activities. What are trash games? What defines a PAP-activity? Do games have to be guilty? Trash game could be playing the game as “the voluntary effort to overcome unnecessary obstacles” (Roger Caillois).

d) Real Time-consuming Fake Production: spending time and not having physical result for the labour spent in game is one of the main feature of games. The acquisition from

those virtual labour are all mental, whether they be bad or good. Create a game with real outcome that is not time-consuming.

2. How do you feel about working towards making a loot box as the format of the SI?

Is it possible to make a loot box that is not exploiting/consuming the player?

Is it then still a Loot box?

Are non-virtual items the only counter-action possible in order to go around the (financial, social, material) void implemented by the illusion of the loot box items?

How to challenge the anti-consumer loot box? What can be in favour of the player?

Loot box

In video games, a loot box is a **consumable virtual item** which can be redeemed to receive a randomised selection of further virtual items, or loot, ranging from simple customization options for a player's avatar or character, to game-changing equipment such as weapons and armor.

3. Are you experiencing any particular difficulties? If so, how can we support you better?

No, I feel fine.

4. Do you have any expectations in regards to prototyping this trimester?

Excited to try-out different systems and see what material/virtual shape they could take, maybe give it multiplied forms. Explore the physical/virtual overlap, no man's land of games/puzzles.