

# Potential Exam Topics

# Announcements

- Mid-Term #1, this Wednesday, September 16
- Assignment 5, Work breakdown and schedule for game project one

# Exam #1

- Exam #1: Wednesday, September 16
- Will cover all material in lectures
- Material from readings also fair game, even if not covered in lecture
- Closed book, closed note
- Bring pencil/pen

# Potential Exam Topics

- You are students at North Carolina State University. As such, you are expected to be able to assess complex material and make judgments concerning its relative importance.
- That said, it can be helpful to have some input from the Professor to help focus studying activity.
- The following are questions/material that are likely, but not guaranteed to appear on the exam.
- Anything covered in class or in the assigned readings may appear, even if not explicitly mentioned today.
- Exception: Test will not cover new material covered in today's class

# Potential Exam Topics

- Rules, play, culture framework
  - Know what each category represents
  - Given a game, be able to describe elements of the game that match rules, play, & culture
- Difference between games, toys, play
  - Given an activity, be able to describe why it is a game, toy, or play

# Potential Exam Topics

- Know Abt, Costikyan, and Juul game definitions
  - Know both the definitions, as well as differences among them
- Understand all six elements of Juul's definition
- Be able to describe whether an activity is a game according to each definition
- Know Huizinga and Caillois definitions of play
  - Understand differences between them
  - Know six elements of Caillois definition

# Potential Exam Topics

- Know the concept of the magic circle
- Understand the dichotomy of rules as limitations and rules as affordances
- Know what an affordance is (p. 57-58 of Juul)
- Describe how game rules create the structure of a game
- Know the seven aspects (qualities) of rules
  - On p. 55-56 of Juul

# Potential Exam Topics

- Understand the difference between operational, constitutive, and implicit rules
- Understand the concept of a finite state machine
- Describe the difference between games of emergence and games of progression
  - Be able to place a game in one or the other category
- Know the game guide test of progression and emergence (p. 71 Juul)

# Potential Exam Topics

- Understand difference between gameplay rules and gameworld rules
- Temporal aspects of games
- Know cardinality of gameplay
- Different types of game exhaustion

# Potential Exam Topics

- Know concept of segmentation of gameplay
- Also know different kinds of segmentation (challenge, spatial, temporal, narrative)
- Should understand that Conway's game of Life is:
  - Different from Milton Bradley game of Life
- Example of emergent behavior from a simple rule set

# Potential Exam Topics

- Game Maker
  - Know difference between Sprite and Object
  - Know difference between Event and Action
    - Know that events are received by objects, who take action based on them
  - Know what a Room is, and what it can be used for
  - Know that a room contains objects and backgrounds
  - Know what a Background is