The Swift and Brutal Society of Gaming

L578 Presentation
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Introduction

- Definitions
- Quake III Arena Demo
- Search Games
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- Multi-User Environment Principles
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Definitions

- **Computer games** are games which are played against, moderated by, or played using, a computer. In rare cases, they can be played between computers.

- **Multi-player computer games** are computer-run games that several individuals can play simultaneously.

- **Interactive, multi-player computer games** are those computer-run games where the individual players can issue commands which affect the way the game treats other players.

- [http://www.iol.ie/~ecarroll/mud/mr_1](http://www.iol.ie/~ecarroll/mud/mr_1)
Quake III Arena Demo
Quake III Arena Demo (cont.)
Quake III Arena Demo (cont.)
Search Games

- Heavy reliance on spatial imagery
- Myst, Riven
- Purpose: uncover the game’s secret
- Usually first person’s view
Screen Shots from Myst
Screen Shots from Myst
Screen Shots from Myst
Screen Shots from Myst
Multi-User Environment Principles

- Users are represented by avatars
Multi-User Environment Principles (cont.)

- Avatars are controlled by keyboard/game consoles

- Computer Controllers Web Site
  - http://www.go.com/WebDir/Games/Computer/Accessories_and_hardware/Computer_game_controllers
Multi-User Environment Principles (cont.)

- Avatars move through a 3D graphic environment
Multi-User Environment Principles (cont.)

- View from first person/third person
Multi-User Environment Principles (cont.)

- Power is determined by players’ skills and admins of the game
Multi-User Environment Principles (cont.)

- Players may encounter other avatars (opponents)/bots (computer characters)
Multi-User Environment Principles (cont.)

- Players assume a role
- The simulated space of the game creates an arena for action
- Players can stop and save a game to resume
The Psychological and Physical Impacts of Computer Games

- Psychological Impacts
  - Violence and aggressive behavior
  - Addiction
  - Neglecting family, friends and social activities
  - Having school or job problems
  - Feeling depressed/irritable when not playing

- Physical Impacts
  - Repetitive stress disorders
  - Dry eyes and migraine headaches
  - Backaches
  - Eating irregularity, like skipping meal
  - Lapse in personal hygiene
  - Sleep disturbance
Resources (General)

- http://www.mpog.com
- http://www.quake3arena.com/
- http://www.quakecon.org/
Resources (Papers)

Resources (Usenet)

- Alt.games.quake
- Alt.games.quake2
- Comp.sys.ibm.pc.games.action
- Comp.sys.ibm.pc.games.rpg
- Rec.games.computer.quake.servers
Thank you!

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Questions & Discussions

- Are games/online games really brutal?
- Multi-player computer games = wasted time?
- Do you believe in multiplayer games’ role in child development?
- Would you like to add a discussion topic?