PLAYING WITH
GAMES AS TECHNOLOGIES
And
Technologies as Games

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A cookout demo with Hong-An (Ann) Wu 吳鴻安

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University of Texas at Dallas
School of Arts, Technology, and Emerging Communication

B.A. in Sociology
National Taiwan University

Collectives
Situated Critical Race and Media (SCRAM)
The Studio for Mediating Play (SMP)

University Courses
Game Studies I
Play & Culture
Game Production Methods
Educational Game Design
Reading Media Critically
Media Histories

What's in my kitchen ?

- My kitchen is located in a startup interdisciplinary higher education institution on the land of the Caddo and Wichita peoples, also known as Richardson, Texas

- I have many co-cooks that are also experienced (digital) gamers and aspiring game designers

- My habitual cooking procedures are informed by my varied lived disciplinary and geographical experiences

- In my kitchen, we often cook varied dishes on
  GAMES AS TECHNOLOGIES and **TECHNOLOGIES AS GAMES** through
    - Critical & Queer Game Studies
    - Feminist STS
    - Art & Media Education

A central ingredient in my pedagogical cookbook .

PLAY < as a method of inquiry for critical research and practice
as a significant cultural phenomenon of study

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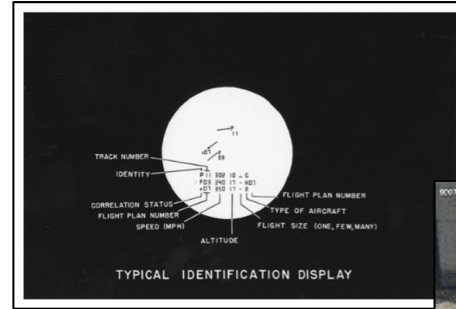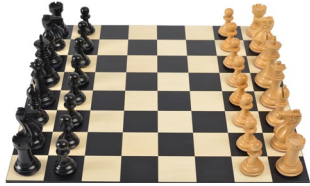as a significant cultural phenomenon of study

"Playing is a form of understanding,
what surrounds us and who we are,
and a way of engaging with others."
                    – (Sicart, 2014, p. 1)

Games (= technologies) provide frameworks with
systematic sets of rules and scripts,
suggesting the boundaries to be
played with and **within.**

Play Matters

MIGUEL SICART

playfulTHINKING SERIES

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- **Unplaying**
    Playing against
    normative play patterns

- **Re-skinning**
    Altering the appearance of
    the object for play

- **Rewriting**
    Disseminating new
    play patterns

CRITICAL
PLAY RADICAL GAME DESIGN

MARY FLANAGAN

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Mariel Clayton,
Bad Barie Series (2011–)

- **Rewriting**
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GoldVision,
*Grand Theft
Auto Pacifist*
(2014)

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Hold up the Store.

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Yoko Ono,
Play it by Trust
(1966/2011)

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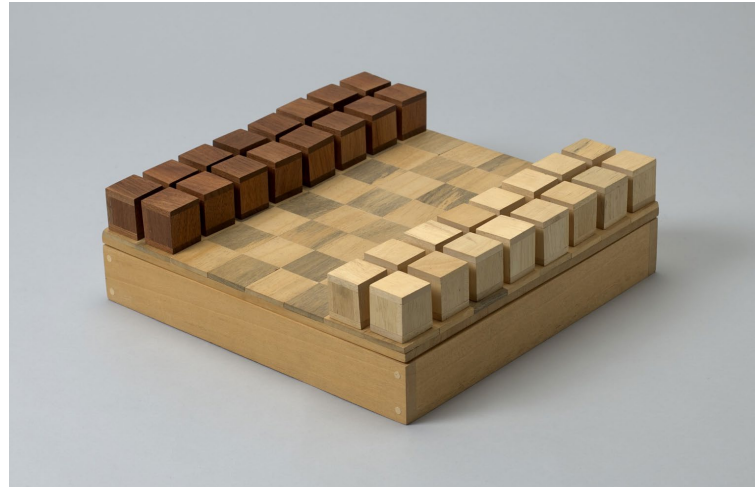- **Rewriting**
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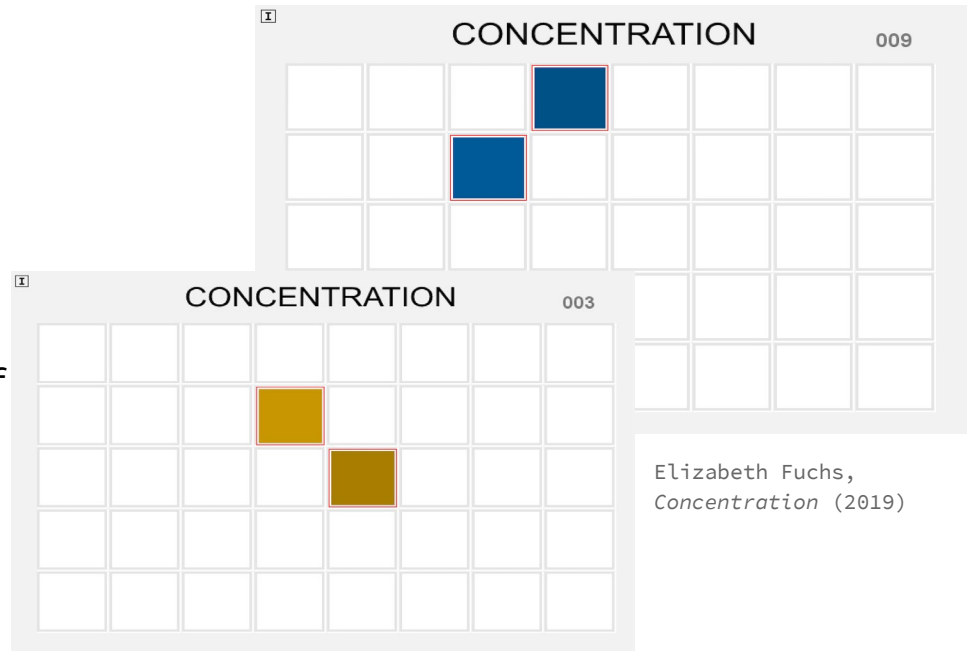
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Takako Saito,
Sound Chess
(1977)

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Elizabeth Fuchs, *Concentration* (2019)

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Unplaying vision

60 minutes • Serves 6

Ingredients

- Place: 2090

- Artifact:
  A popular game

- STS concept/theory:
  Unplaying

- Flocking:
  Your nose

- Script rewritten:
  Reliance on vision in games

Direction

1. Pick a very popular game that relies on vision-based information process, where almost everyone you know knows about the game and how to play it.

2. Unplay this the design of this game by subverting the vision-based information processes with smell-based information processing.

3. As this is 2090, many new emerging technologies have been developed to help with the processing smell-based information. When useful, describe and use those technologies in your unplaying.

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Zoey Hoggatt,
Whiffer (2019)

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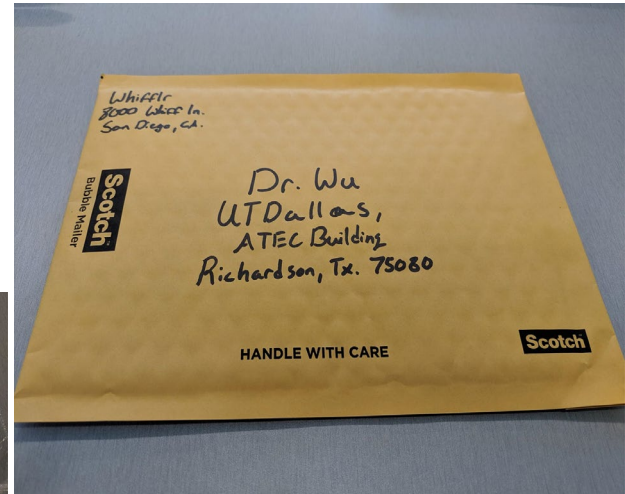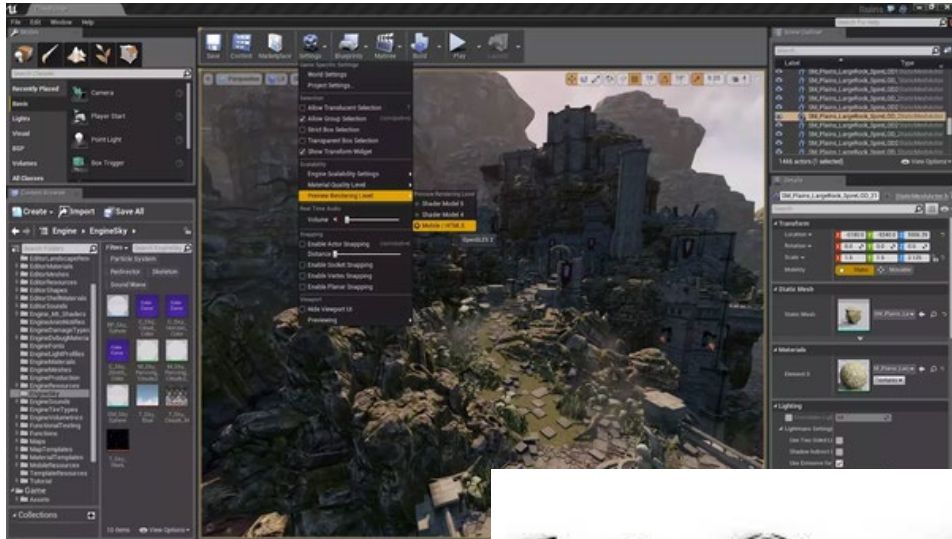
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video game

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or critica l phenomen

video game

Altering th the object for p

- **Rewriting**

  Disseminati play patterns

Unplaying game engines

10 minutes •
Serves those with computers

Ingredients

- Place: Right here, right now, in your body

- Artifact:
  Microsoft Word, or any other text-based processing software

- STS concept/theory:
  Unplaying

- Flocking:
  Game design

- Script rewritten:
  Game engines for game design

Direction

1. Open Microsoft Word, or any other text-based processing software. (1 mins)

2. Play (note: not USE) with all the functionalities of the software. (5 mins)

3. Try to make a "video game" based on the characteristics of a video game we've just discussed. (5 mins)

4. Afterwards, we'll discuss all of the ways in which the Microsoft Word software as your game engine co-created your video game:
   a. What were you able to make?
   b. What did you want to make but unable to? Why?

THANK YOU!