

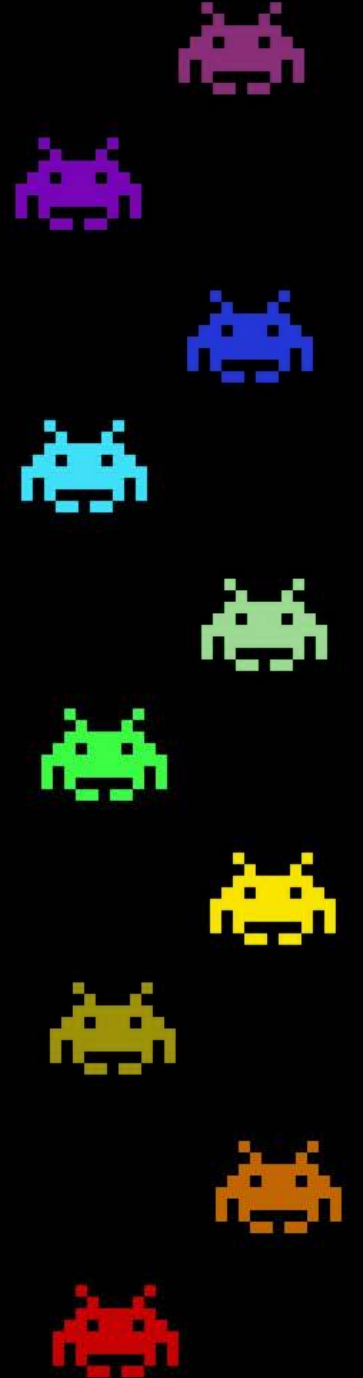
LEVEL 101:

"THE PLATFORMER GENRE"

Justin Wigard

PhD Student

Michigan State University

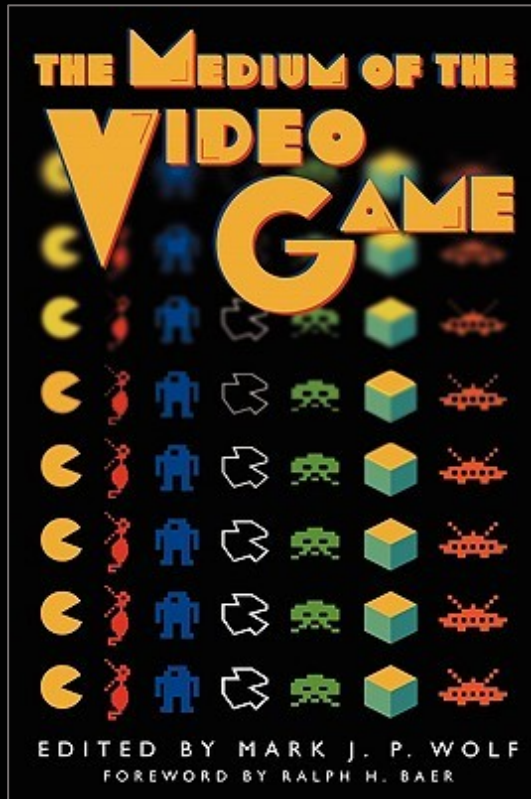


OVERVIEW

- Part I: Critical Problem
- Part II: Prototype Introduction
- Part III: Plan for Improvement



CRITICAL PROBLEM

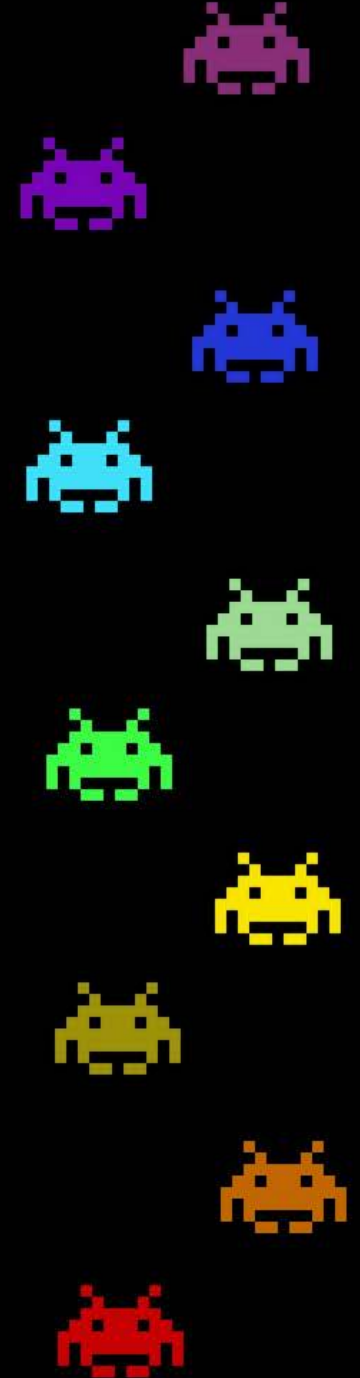
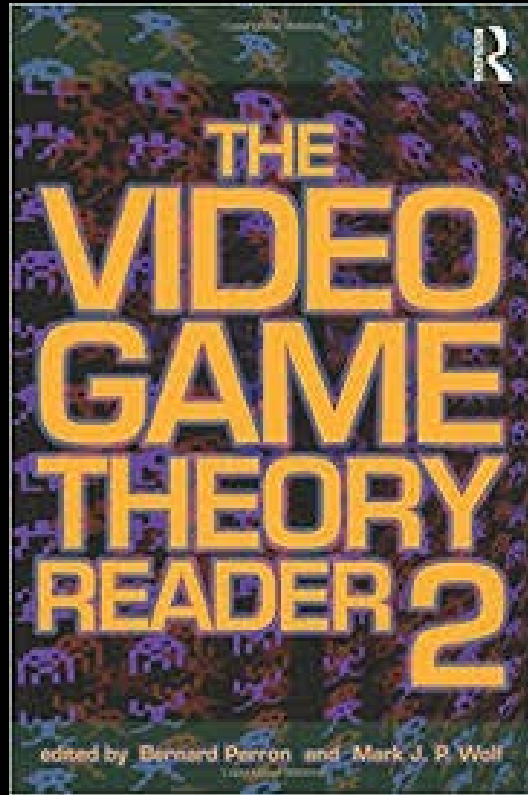


CRITICAL PROBLEM

THE MEDIUM OF THE
VIDEO
GAME



EDITED BY MARK J. P. WOLF
FOREWORD BY RALPH H. BAER

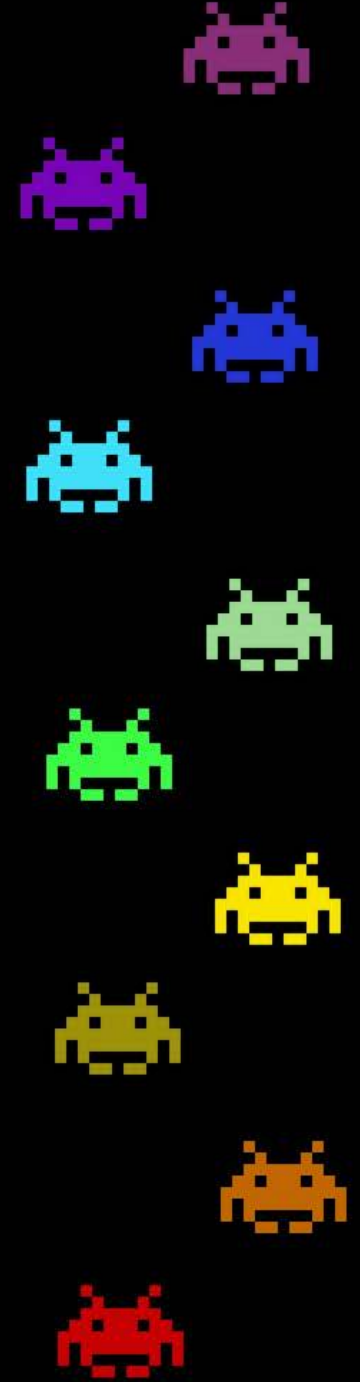
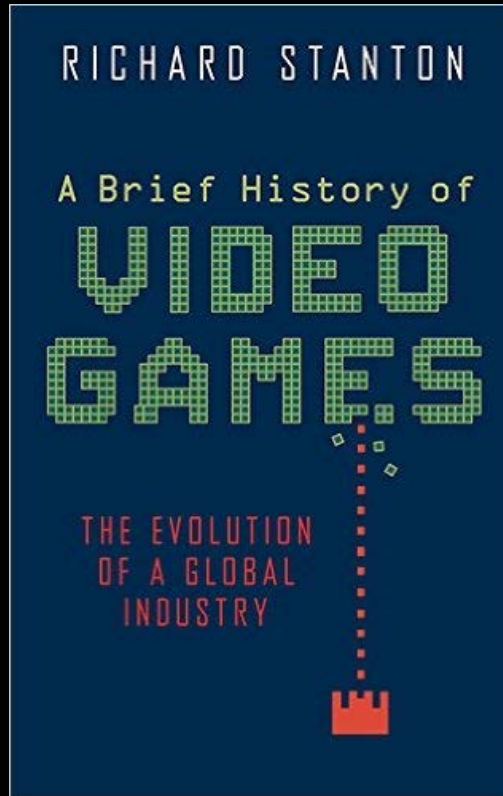
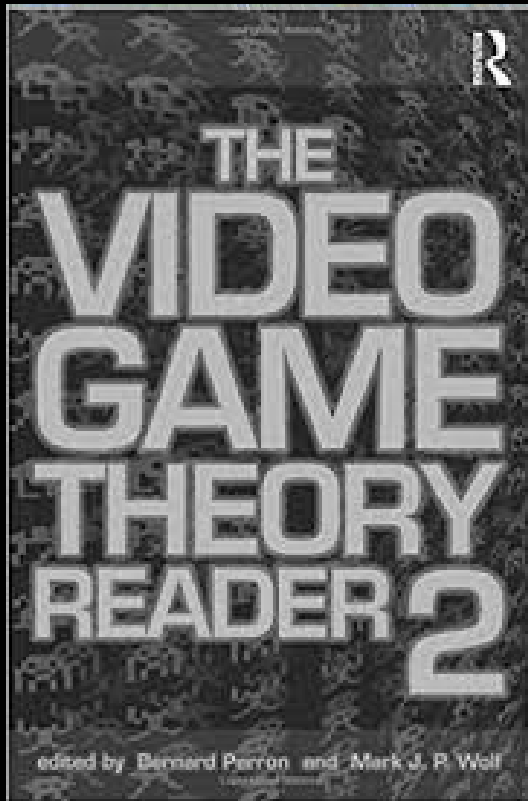


CRITICAL PROBLEM

THE MEDIUM OF THE
VIDEO
GAME



EDITED BY MARK J. P. WOLF
FOREWORD BY RALPH H. BAER

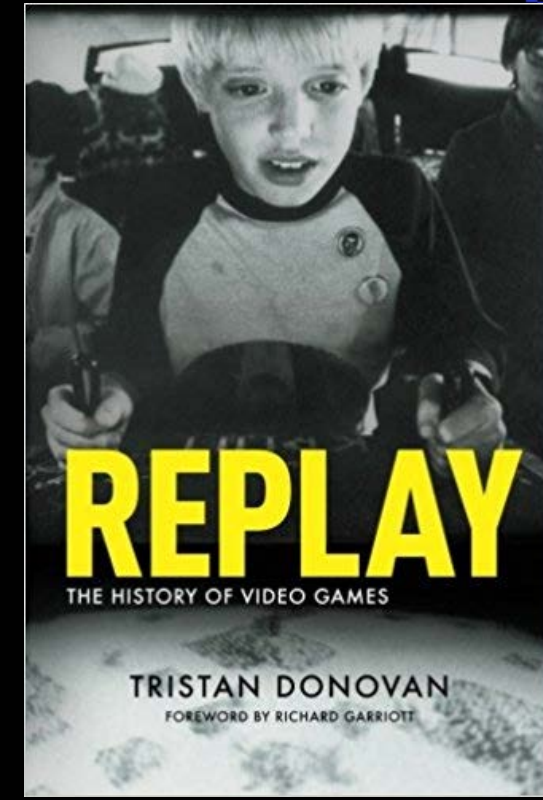
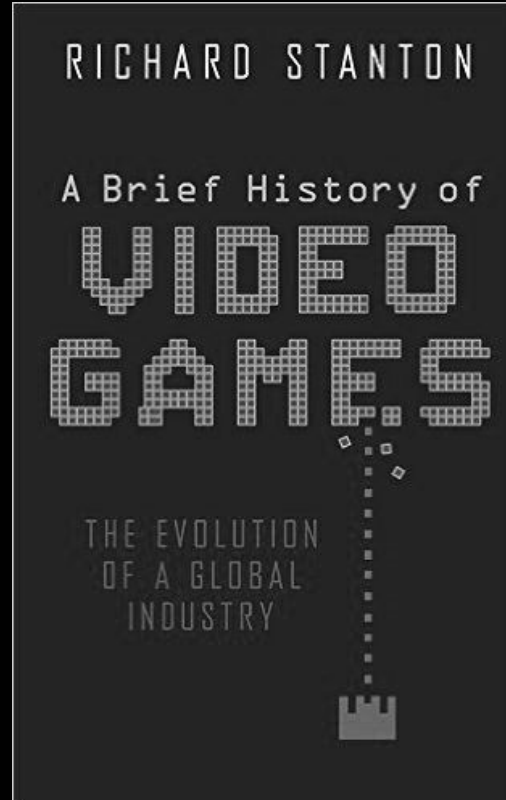
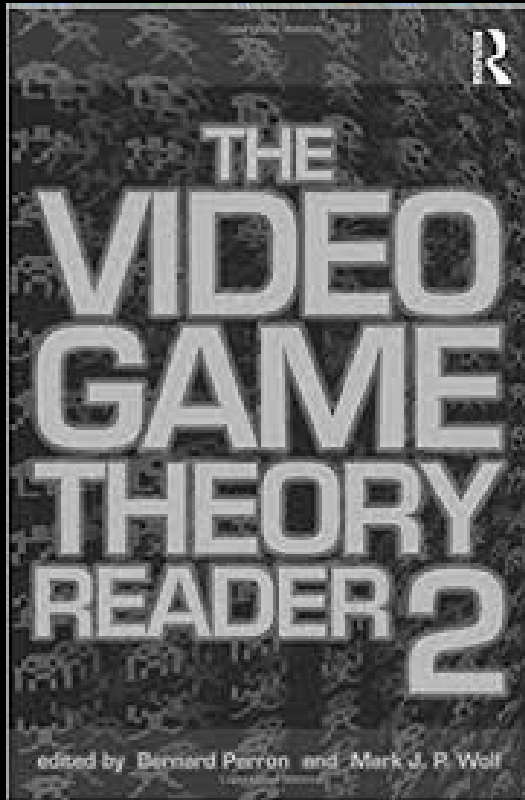


CRITICAL PROBLEM

THE MEDIUM OF THE
VIDEO
GAME



EDITED BY MARK J. P. WOLF
FOREWORD BY RALPH H. BAER



Level 101:

The Video Game

About Video Games

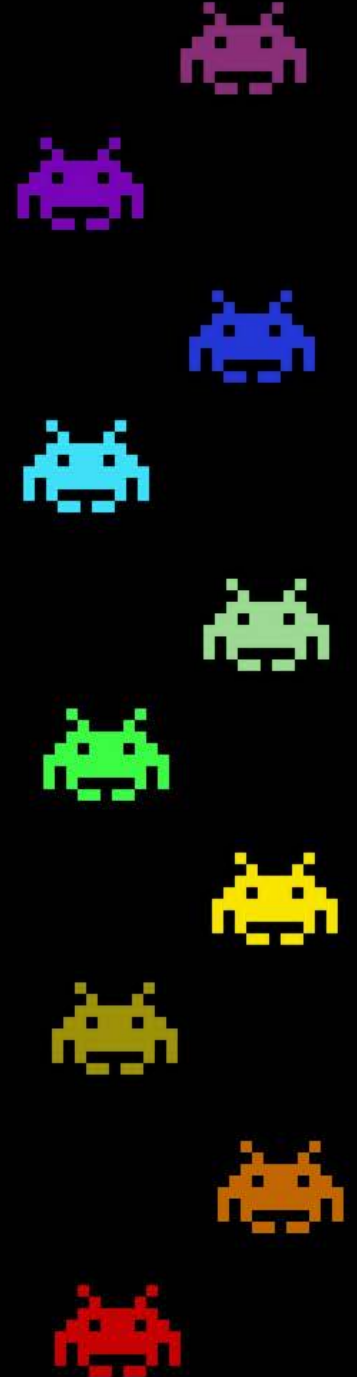


- Playable video game (and digital dissertation) that explores, analyzes, and interrogates video games.

- 2 main approaches (worlds):
 - History of Video Games
 - Video Game Genres

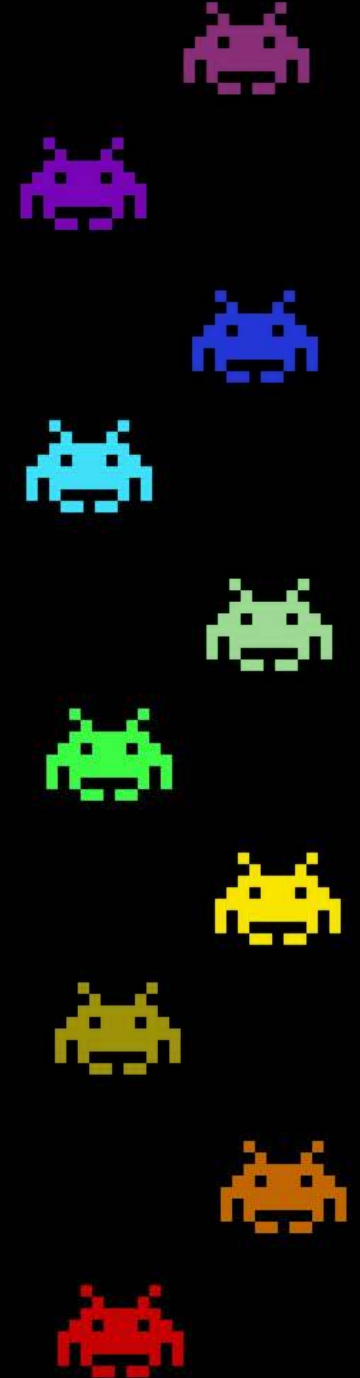
- Each world has 5 levels covering different topics

- DH 865:
 - One level.
 - Platformer Genre



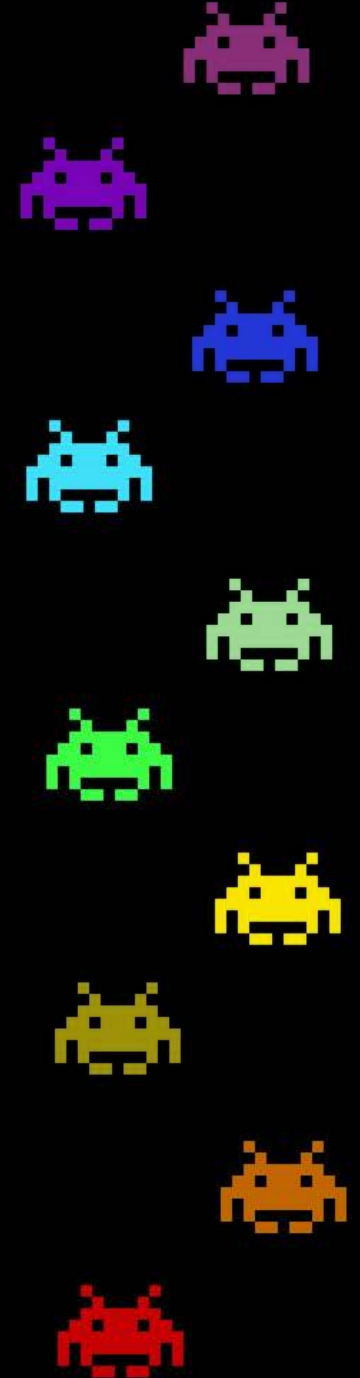
CRITICAL GOALS

Primary: Encourage players to critically think about, explore, and analyze video games as a medium through critical and self-reflective play.



CRITICAL GOALS

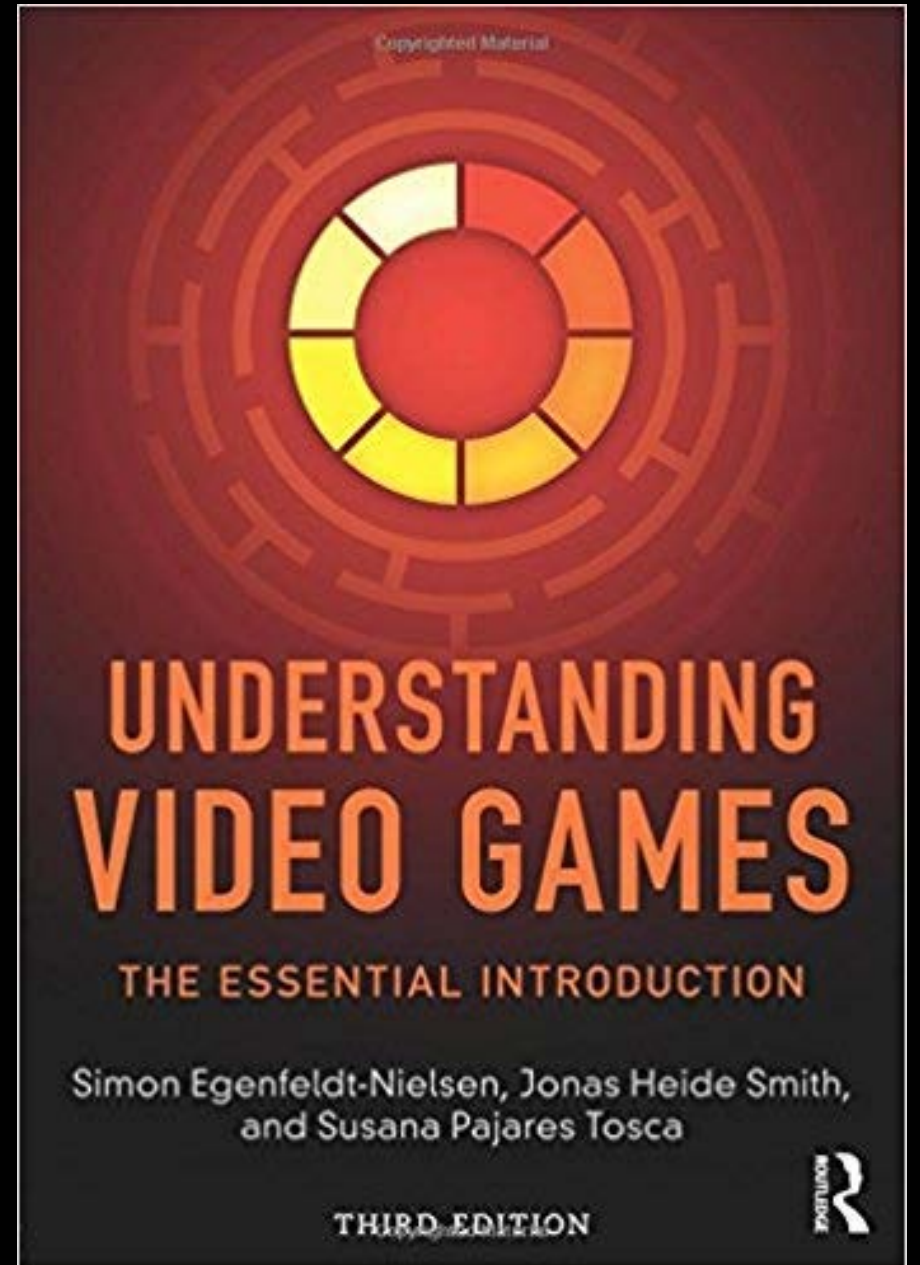
Secondary: Push the boundaries of digital scholarship by offering a playable text in ways that traditional text may not be able to do as effectively.



CRITICAL GOALS

Tertiary:

*Ludological
compliment*

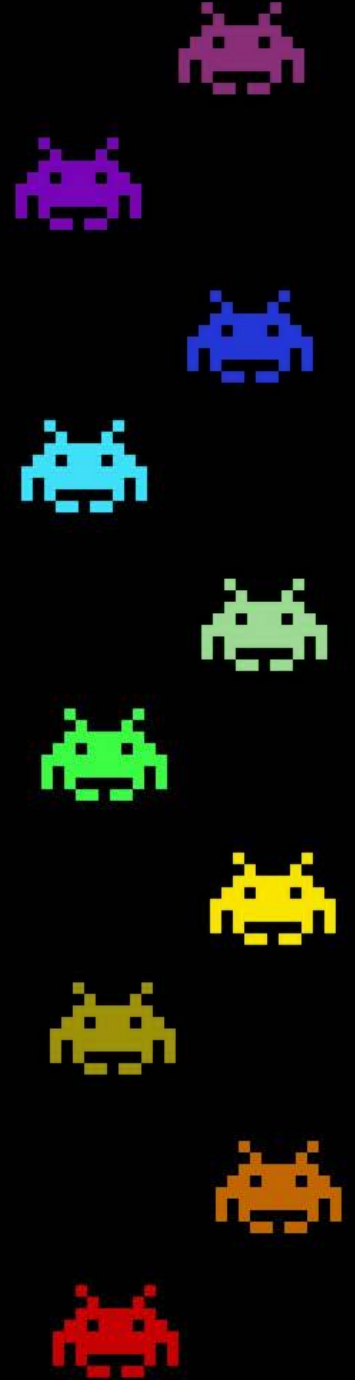


Arrow keys or WASD to move

Hey there! Welcome to Level 101 -- The
Platformer World!



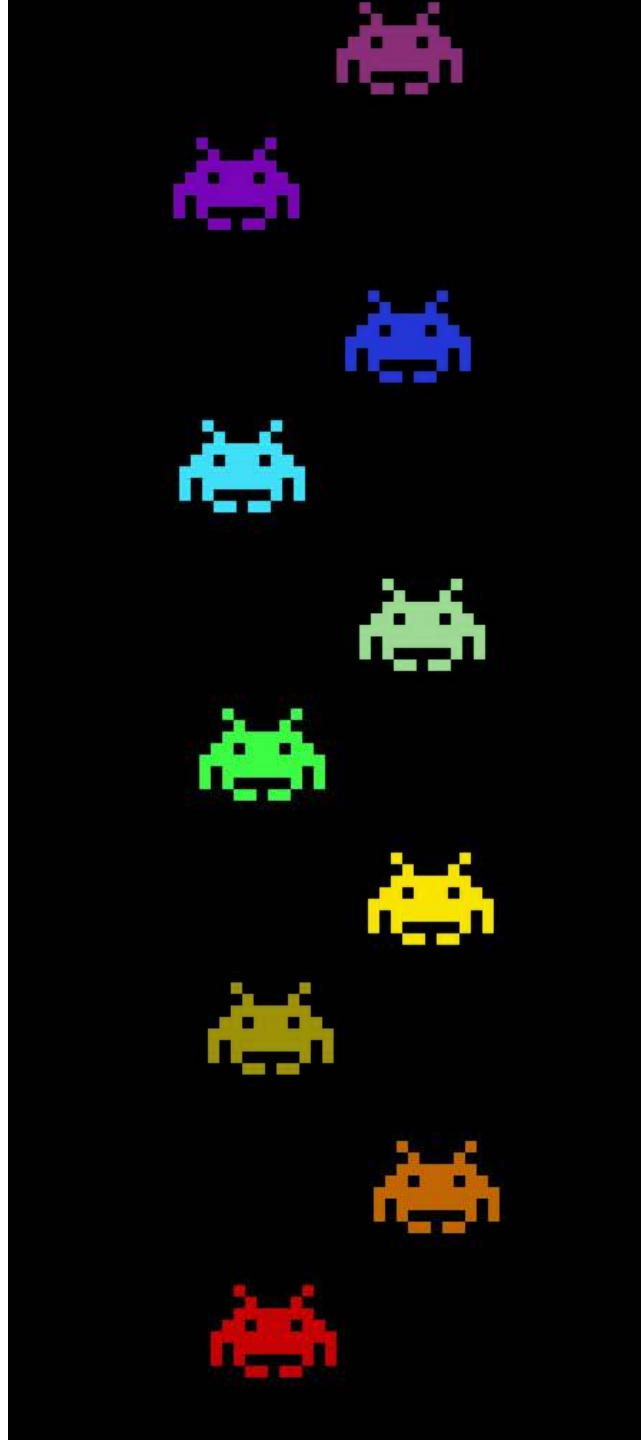
"Press 'T' to talk to NPCs
(like that weird guy up
there)!"



The platformer video game is one of the most popular video game genres. In most modern video games, jumping over obstacles and across pits is as natural as breathing!

NPC

Spacebar to continue

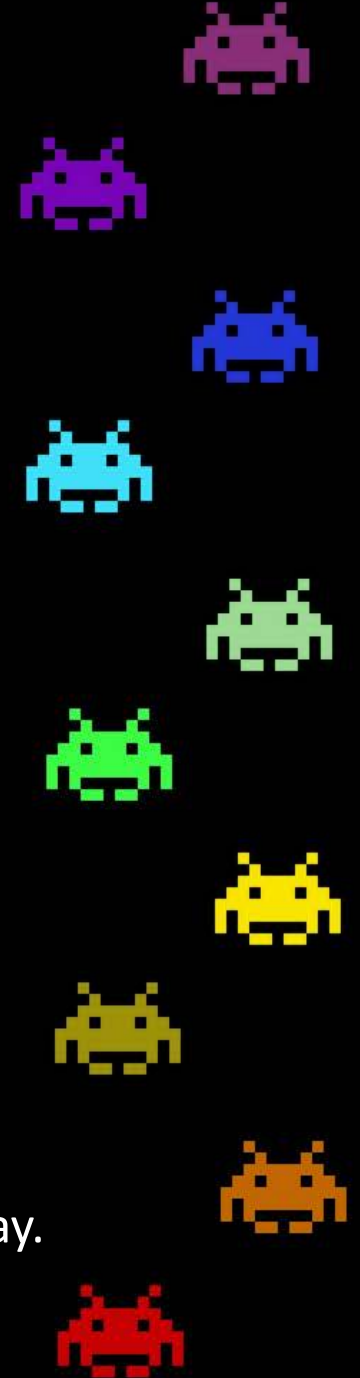


TARGET AUDIENCE

- Initially marketed to folks who work in and learn at colleges.
 - College students
 - College instructors
 - Games studies scholars
 - Digital humanities scholars

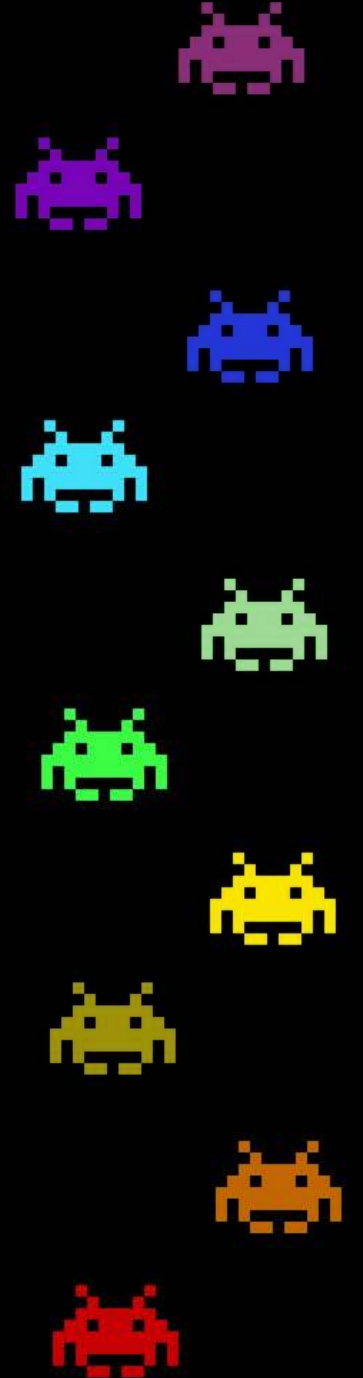
CONTEXT

- Aimed at filling a gap in scholarly research:
 - Game studies
 - History
 - Genre
 - Digital Humanities
 - Digital tool
 - Engaging with humanities texts
 - Pedagogy
 - Digital method of teaching
 - Learning through critical play.



PLANS FOR IMPROVEMENT

1. Make the lessons and learning more natural/organic.
2. Implement my own artwork throughout.
3. Playtest in the next two weeks.
4. Deploy Summer2018 course: "Intro to Popular Literature."



LEVEL 101:

THE PLATFORMER GENRE

Game over!

