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Response to article

This article was an interesting read. The main premise of the piece is that as time has gone on, game's have lost focus on what the author refers to as "rock". Within the paper, the author highlights how games from long ago, such as *Super Mario Bros*, put a stronger emphasis on the "rock" aspect and much less on the "talk" aspect. Using the graphics and audio from *Mario* as an example, the writer speaks to how games used mechanics to do the talking for them, leaving more space for the game to focus on rocking. While I agree with the base premise of this article and the points highlighted above, I found myself having a divergence of opinion with the author on the topic of the level communication that a game should have with its players. The writer has a rather strong hatred towards games that help players to learn the ropes or become more accustomed with the world in which they are given the privilege of exploring. I feel that the talk is necessary and to refer to games that contain it as "bloated cross media confections loaded with various kinds of talk and nonsense" does not serve to help further the author's point. Games contain this level of "superfluous" communication with their players for a reason. New players need to be given a chance to explore the mechanics and learn what their goals are and how to achieve them. Not every game is made for every person, and to attack both those who enjoy these games and those who made them serves to only elevate the writers own ego by making them feel special for enjoying something that they deem to be better. In my opinion, there is a

type of game for everyone. This article does an excellent job of articulating the value of the “rock” aspect of games and highlights the importance of making sure that your game can stand on its gameplay before you begin adding in additional components. While I do disagree with the author’s viewpoints on the topic of “talk” in games and how they choose to present that viewpoint, I found the article interesting and stimulating.