

Session 10 – TYPES OF PLAYERS – CAUSAL v. HARDCORE

Readings

Juul, A Casual Revolution (Intro)
Nicholson – Painkiller Deathstreak

Concepts/Keywords

- Casual vs. Hardcore players
- Casual gamers
- Socially embeddable
- (game space) mimetic interfaces

Goals

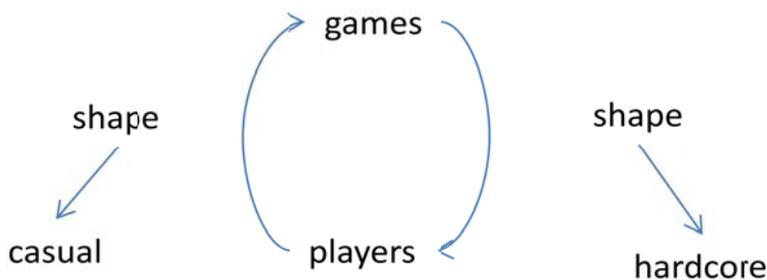
- Understand diversity of players based on games they play
 - Understand how games try to appeal to specific audiences
 - Undermine stereotypes of hardcore vs. casual
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Intro:

- We started with motivations in online worlds
- Transfer to other types of gamers

Juul's article:

- Casual revolution and shift in the kinds of games produced and how people play them



Q: Define hardcore players (vs. casual)

- Invest resources (time, games, hardware)
- Prefer genre/violent fictions (fictional worlds)
- Plays large number of video games (define large – many different/many of the same (type))
- Enjoys difficult games

Casual Player:

MYTH

- positive pleasant fictions

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- Has played few video games
- might have played many games before, but now have family/work responsibilities
- Invest little time and resources
- “try all games” (adventure games)
- game portals
- 9 sessions, 2 hours each on average
- Dislikes difficult games
- punishing vs. difficult – without difficulty, it's boring (flow)

(DIAGRAM Players vs. Games, here GAMES = casual vs. hardcore)

- Hardcore games can't be played in short bouts, casual games can
- Casual games are interruptible, you can come back months after having started
- Hardcore games may need specialized hardware (consoles, high-end PCs, special controllers)
- Casual games have accessible hardware (touch-screen, low PC requirements, mimetic interfaces)
- Casual games can become hardcore (Rock Band)
- MIMETIC INTERFACES:
- Early to jump into the game – less scared by controllers
- Dictates behavior (guitar, microphone)
- Expand space of the game

Painkiller Deathstreak:

- How does Nicholson understand the games?
- (Focus on motives, doesn't take events for granted, sees through system)
- What are his hurdles?
- Stall, controller (at first)
- Playing with his son – introduces him slowly, doesn't wait to attack him at first
- unwritten rules
- sportsmanship (giving advantage to less skilled players)

SHOW VIDEO – Erikson Sports (Erikson living, retired people)

<http://www.youtube.com/watch?v=1rKIcSMsE0I>

- Why is the game so successful with older people?
- Are they playing casually?

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