

**Session 5 – UNWRITTEN RULES**

Readings

*Stephen Sniderman, Unwritten Rules*

*David Myers, Crime & Punishment*

Concepts/Keywords

- Unwritten rules
- Literacy

Goals

- Relate this to the 1<sup>st</sup> Written Assignment
- Focus on the importance of players in playing, how games are understood differently by different players

Sociology has an important stance in game studies - Study of player and player behavior, particularly player communities and online playfulness

Today focus on regulation of player behavior, where it comes from

What are the recorded rules?

*Q: Examples of game rules everyone knows*

Where do “unwritten rules” come from?

Why do they exist?

Official sports rules vs. house rules

→ Still dependent on interpretation

*Q: Examples of official rules?*

Some games THRIVE on unwritten rules: Musical Chairs, J.S. Joust

<http://www.youtube.com/watch?v=iUzlhFHxJ5Q>

Twixt

- Recap on Twixt story
- Was Twixt really playing by the rules? Which rules were those
- He states he's playing by the rules of the game (unwritten rules)
- Are the rules entirely determined by the game design? (as Myers states)
- What was Myer's / Twixt's problem?
- Was he a good sport?
- He's a spoilsport – not following the unwritten rules (which are harder to break)

Assignment

- Show the girlfriend plays TF2 video Original video has been removed from YouTube. A replacement video is available: <http://www.youtube.com/watch?v=pCjVV843nFw>
- What kinds of rules were easier to learn?
- What are the unwritten rules that novice players had to learn or teach?

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CMS.300 / CMS.841 Introduction to Videogame Studies  
Fall 2011

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