

Ben Kravit  
CMS.600 – Video Game Theory & Analysis  
September 16, 2007

### Video Game Selection

Before I began this course I had no idea what game I wanted to play for the semester, let alone what genre. My entire life I've solely enjoyed sports games, as they have basically given me the opportunity to live out my one-time dream of being a professional athlete. Thus, when I realized that I probably had to choose something other than Madden or NBA Live, I first asked my friend Paul what he thought I should play, since he has been playing all genres of video games a lot longer than I have. Without hesitation, he stated, Bioshock. Given his quick response, and what I had heard about Bioshock through advertisements and other people, I thought I would go with it on that recommendation alone. But the more I read about Bioshock, the more I wanted to play that game for this particular course.

One of the first things I learned about Bioshock was the setting that the game is set in. Taking place in Rapture, Bioshock gives me the opportunity to play game with a very detailed and imaginative setting, something that I have never done before. As one review stated, the “underwater utopia-turned-dystopia [...] is a brilliant game setting as we can remember” (Dale). Other reviews also talked glowingly about the setting, stating that Rapture “sells the entire experience” (Pfister).

Another aspect of first person shooters that has detracted me in the past has been the limited abilities that I usually have when playing. Bioshock, on the other hand, solves this problem. According to Metacritic, Bioshock “empowers you with fantastic and often grotesque abilities” (Metacritic). From this review, and others, Bioshock appears to give

the player a tremendous amount of power, skills, and abilities, something that I, as an inexperienced gamer, will greatly utilize.

The soundtrack to Bioshock is also a reason behind my selection. Given that my exposure to anything other than sports games is limited, I have had little in the way of experiencing a great soundtrack on any game I've played. But according to Xbox Magazine, "the soundtrack is amazing, the optimistic classics of the 50s era shoehorned with amidst early 20<sup>th</sup> century music, random sounds, traditional tonal tunes, and late romantic stuff" (Grillopolous). TechConnect Magazine goes even further, stating that the music "swells and moves up and down as the emotional load of the scene requires" (TechConnect).

All of these reasons combined, I have chosen to play Bioshock. Looking at the game as if it is my first foray into first person shooters, my friend Garth Grove, states that is a "great way to get started with that genre of games" (Garth). Perhaps the IGN review states it best when it says that Bioshock is more than just a first person shooter, though. Instead they write that the game is a "beacon." And one of those "monumental experiences you'll never forget, and the benchmark against which games for years to come will, and indeed must, be measured" (Onyett). For that reason, and all on the ones stated above I am happy to choose Bioshock as my video game choice for this course.

## Works Cited

1. Dale, Alex. "Bioshock." *Computerandvideogames.com* 16 Aug 2007. 16 Sept. 2007.  
<<http://www.computerandvideogames.com/article.php?id=170293&site=xbw>>
2. Grillopolous, Dan. "Bioshock." *Xbox Magazine*. Sept. 2007. 16 Sept. 2007.  
<<http://www.oxm.co.uk/article.php?id=1182>>
3. Groudas, Paul. Personal Interview. 15 Sept. 2007.
4. Grove, Garth. Personal Interview. 13 Sept. 2007.
5. Metacritic. "Bioshock." *Metacritic.com* 21 Aug 2007. 16 Sept. 2007  
<<http://www.metacritic.com/games/platforms/xbox360/bioshock?q=bioshock>>
6. Onyett, Charles. "Bioshock Review." *IGN.com* 16 Aug 2007. 16 Sept. 2007  
<<http://xbox360.ign.com/articles/813/813214p1.html>>
7. Pfister, Andrew. "Bioshock: We emerge from the deep for our Bioshock review."  
*1up.com* 16 Aug. 2007. 15 Sept. 2007.  
<<http://www.1up.com/do/reviewPage?cId=3162017>>
8. TechConnect Magazine. "Bioshock." *TechConnect Magazine*. 3 Sept. 2007. 16  
Sept. 2007.  
<[http://www.tcmagazine.com/articles.php?action=show&id=224&perpage=1&pa  
genum=1](http://www.tcmagazine.com/articles.php?action=show&id=224&perpage=1&pagenum=1)>