WEIRDING GAMES

BEN KIRMAN
@BENKI

digital creativity labs

UNIVERSITY of York

FUCK VIDEOGAMES

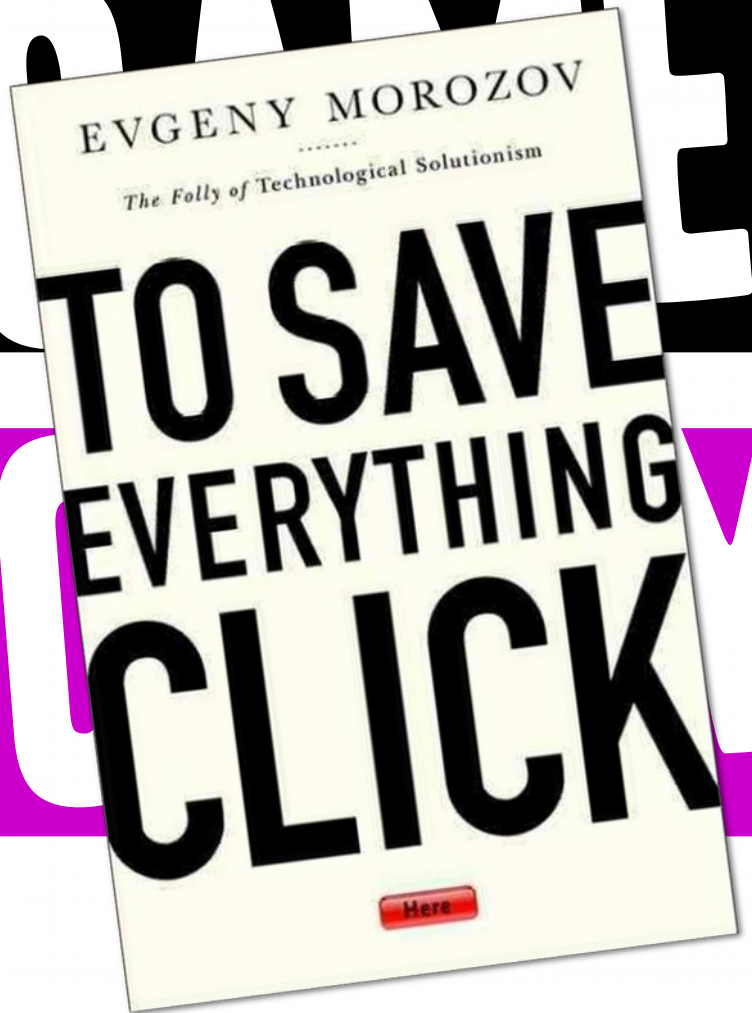
by Darius Kazemi

http://tinysubversions.com/fuckvideogames

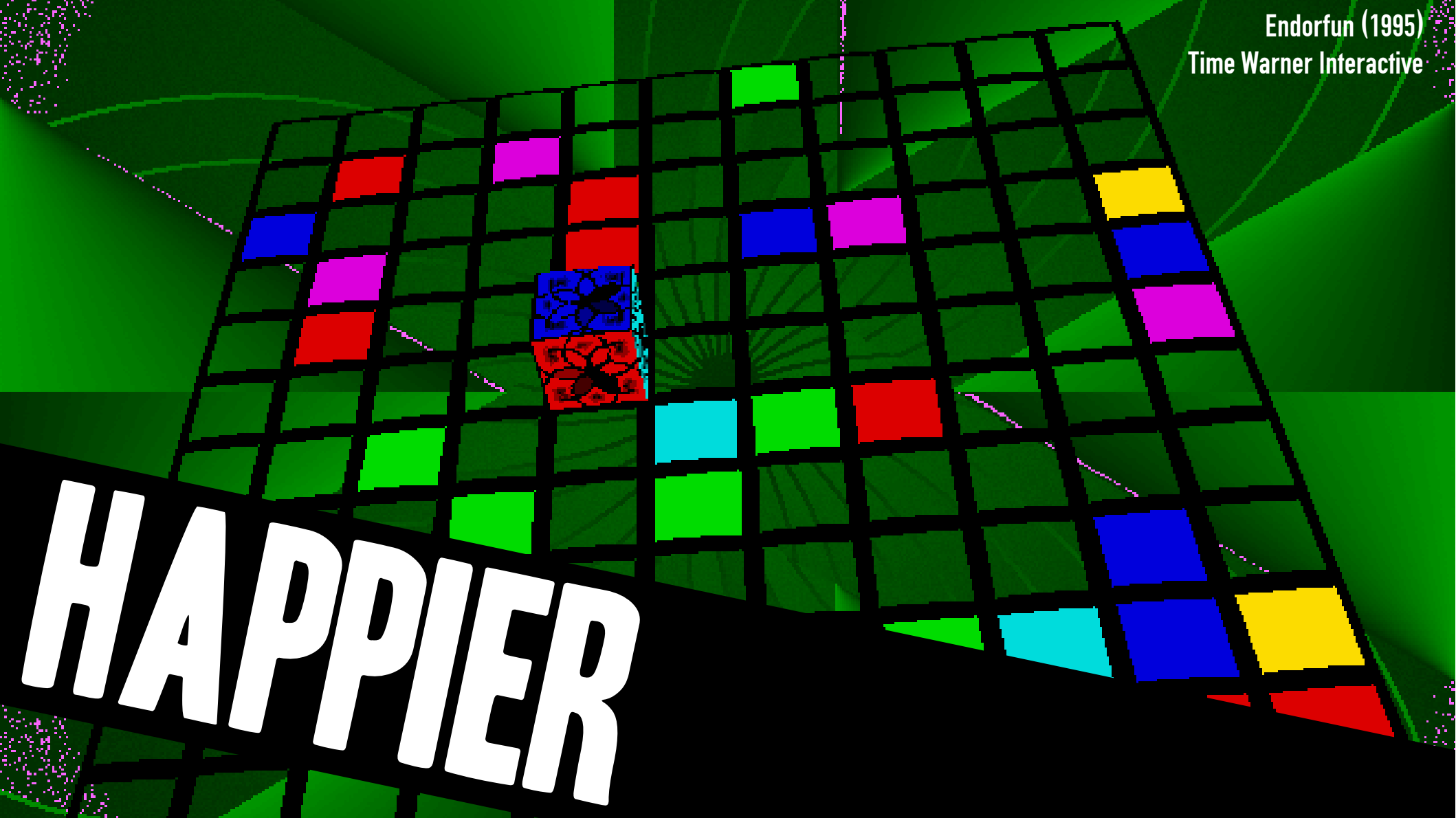
VIDEO GAME SOLUTIONISM

VIDEO GAME

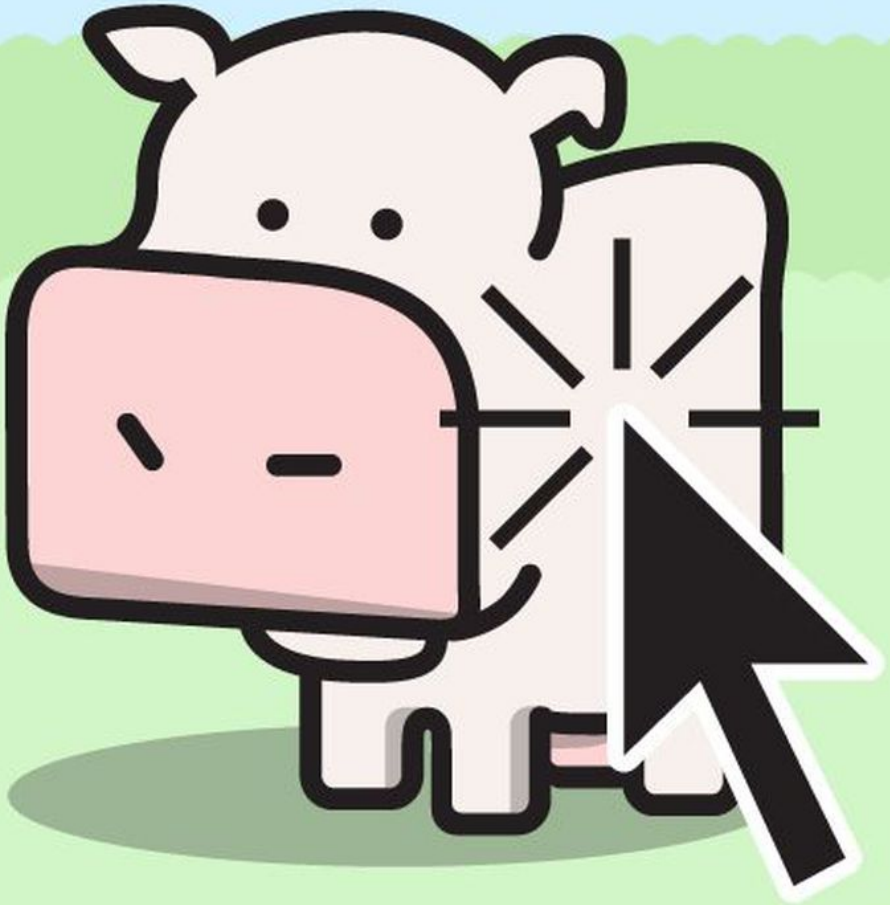
SOLUTIONISM



横足上げ
回数 2 /10
FITTER
Wii Fit Plus (2009)
Nintendo


Endorfun (1995)
Time Warner Interactive
HAPPIER

Chore Wars (2007)
Kevan Davis



Cow Clicker (2010)
Ian Bogost

“THE SOCIO-TECHNICAL MANIFESTATION OF LATE CAPITALISM, EXPLOITED TO KEEP THE MASSES CALM”

Light, Powell & Shklovski (2017) – Design for Existential Crisis in the Anthropocene Age
ACM Communities & Technology

Games Against Health: A Player-Centered Design Philosophy

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CHI'15 Extended Abstracts, April 18 - 23, 2015, Seoul, Republic of Korea
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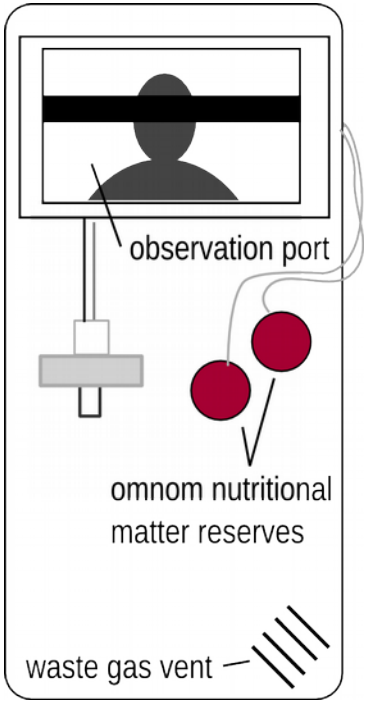
Abstract
This paper announces the "Games Against Health" (GAH) research agenda, a criticism of, and response to, the cultural imperialism of the "Games for Health" paradigm. Committed to player-centric design ethics, GAH seeks to dismantle the "games for health" myth as neo-liberal elitist diktat. We acknowledge the values, tastes and pleasures of billions of game players worldwide. We argue that game designers should engage more efficiently in the disimprovement of player health and wellbeing in order to cater to those players' existing preferences. We hope the paper can serve as a convenient reference for those designing psychotic, sociopathic or antisocial games.

Author Keywords
Game; Play; Eat; Sit; Still

ACM Classification Keywords
H.5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.

Introduction
The Games Against Health (GAH) movement has been inspired by the recent trend in HCI to study and design games for health-related behaviour change. Despite the high number of diverse studies carried out in order to



Mtn Dew
Doritos
FUEL UP
FOR BATTLE
CALL OF DUTY
ADVANCED WARFARE
Doritos
NACHO CHEESE
Mtn Dew
DEWANDDORITOS.COM

VIDEO GAME PROBLEMISM

affrmative

problem solving

design as process

provides answers

in the service of industry

for how the world is

science fction

futures

fctional functions

change the world to suit us

narratives of production

critical

problem fnding

design as mediu

asks questions

in the service

for how the wor

social fction

parallel world

functional fct

change us to

narratives of

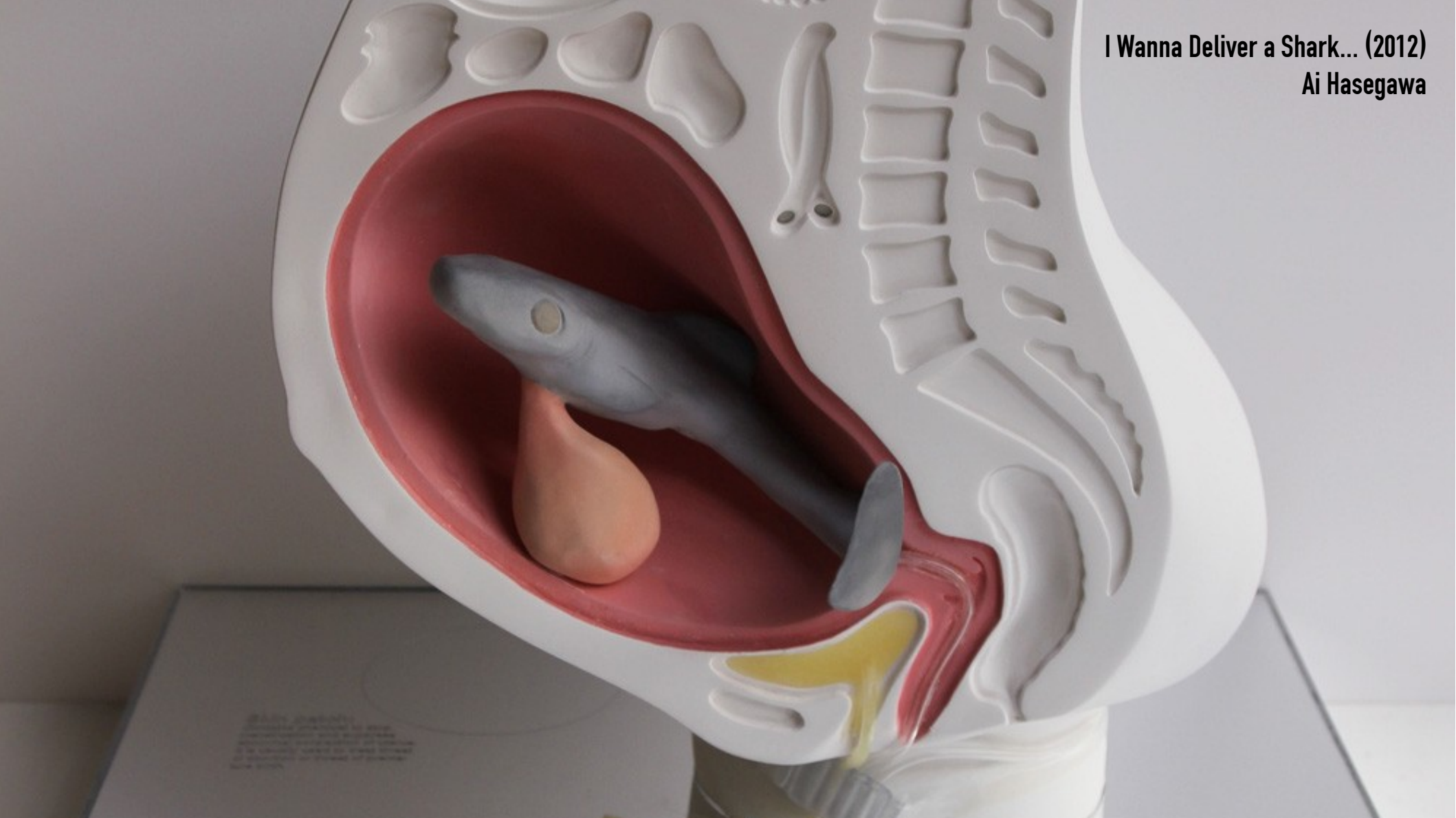
applied art

(a)	(b)
affirmative	critical
problem solving	problem finding
design as process	design as medium
provides answers	asks questions
in the service of industry	in the service of society
for how the world is	for how the world could be
science fiction	social fiction
futures	parallel worlds
fictional functions	functional fictions
change the world to suit us	change us to suit the world
narratives of production	narratives of consumption
anti-art	applied art
research for design	research through design
applications	implications
design for production	design for debate
fun	satire
concept design	conceptual design
consumer	citizen
user	person
training	education
makes us buy	makes us think
innovation	provocation
ergonomics	rhetoric

A/B (2009)
Dunne & Raby

“LIVES ARE MEDIATED BY ASSUMPTIONS, VALUES, IDEOLOGIES AND BEHAVIOURAL NORMS INSCRIBED IN DESIGNS”

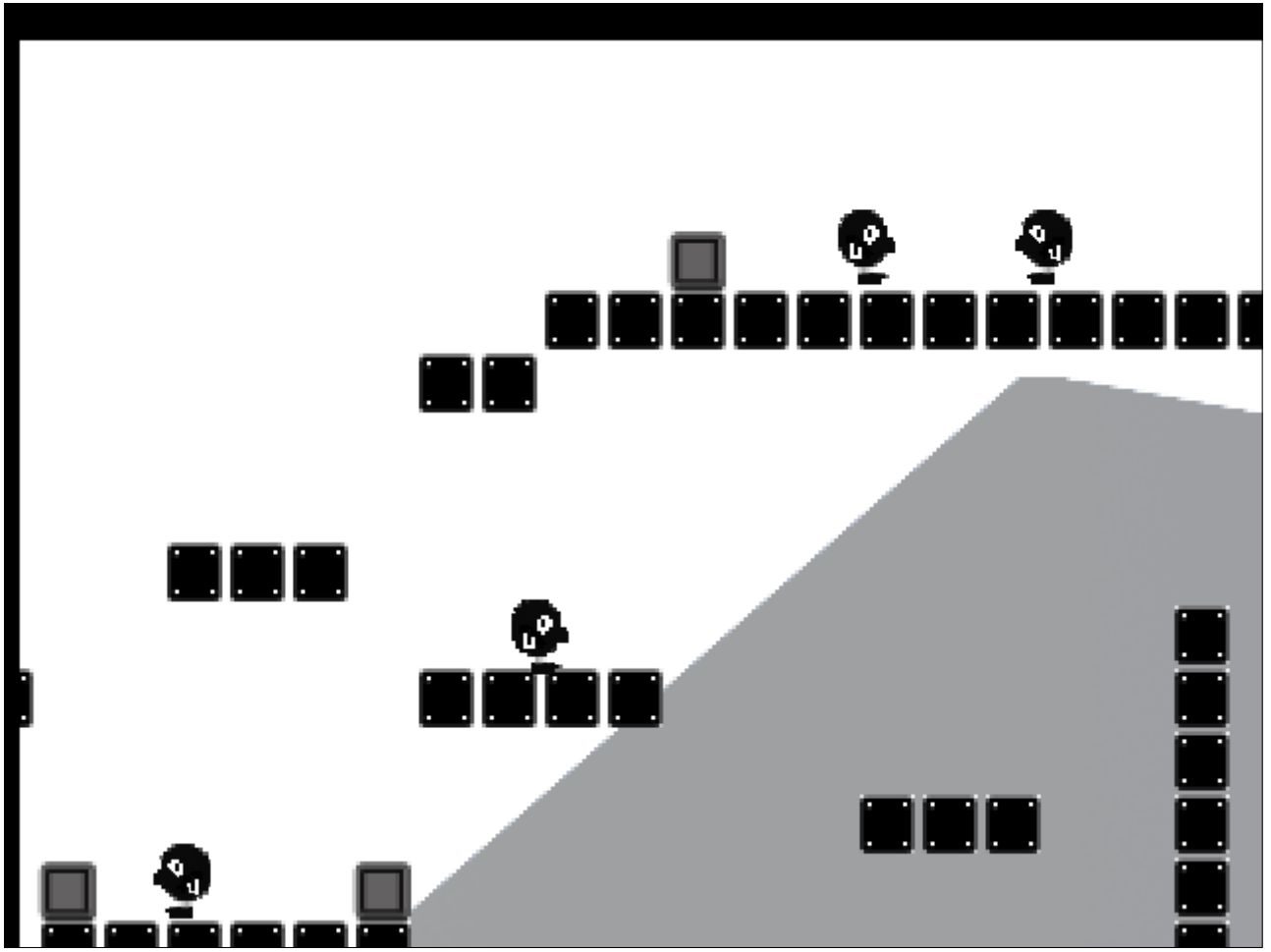
Bardzell & Bardzell (2013)
What is Critical about Critical Design?, ACM CHI



I Wanna Deliver a Shark... (2012)
Ai Hasegawa

The Republic of Privacy / Sniffer Dog Authentication
(2013) Soomi Park

VIDEO GAME PROBLEMISM



Critical Gameplay

Black/White [1985] (2009)
Lindsay Grace

The Tearoom
(2017) Robert Yang

The Tearoom
(2017) Robert Yang

Dwarf Fortress (2006)
Tarn & Zach Adams

Consentacle (2017)
Naomi Clark

A Machine to See With (2010) Blast Theory

WEAPONISING WEIRDNESS

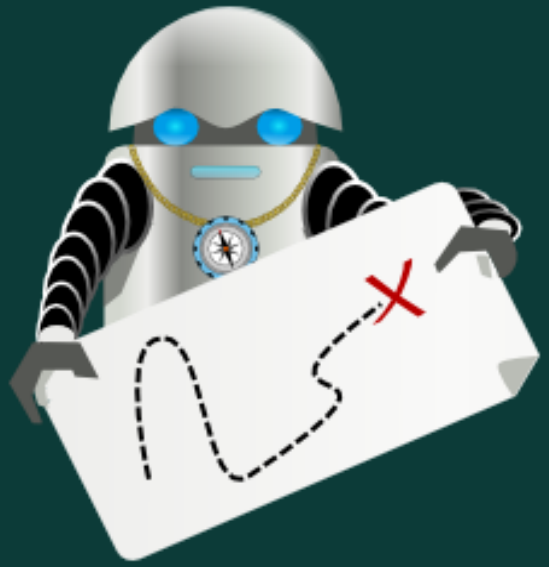
“TO FREE ITSELF, IT WILL HAVE TO PASS OVER TO THE OTHER SIDE - THERE WHERE TERRITORIES TREMBLE, WHERE THE STRUCTURES COLLAPSE, WHERE THE ETHOSES GET MIXED UP...”

Gilles Deleuze (1998)
Essays Critical and Clinical

離港 Departures
DRAGONAIR

NON-LEAGUE
FOOTBALL
SUPPORTER
Holland

http://non-league.football



Greetings, Human. I'm GetLostBot!

I'm a free service that challenges you to break your routine and explore new places.

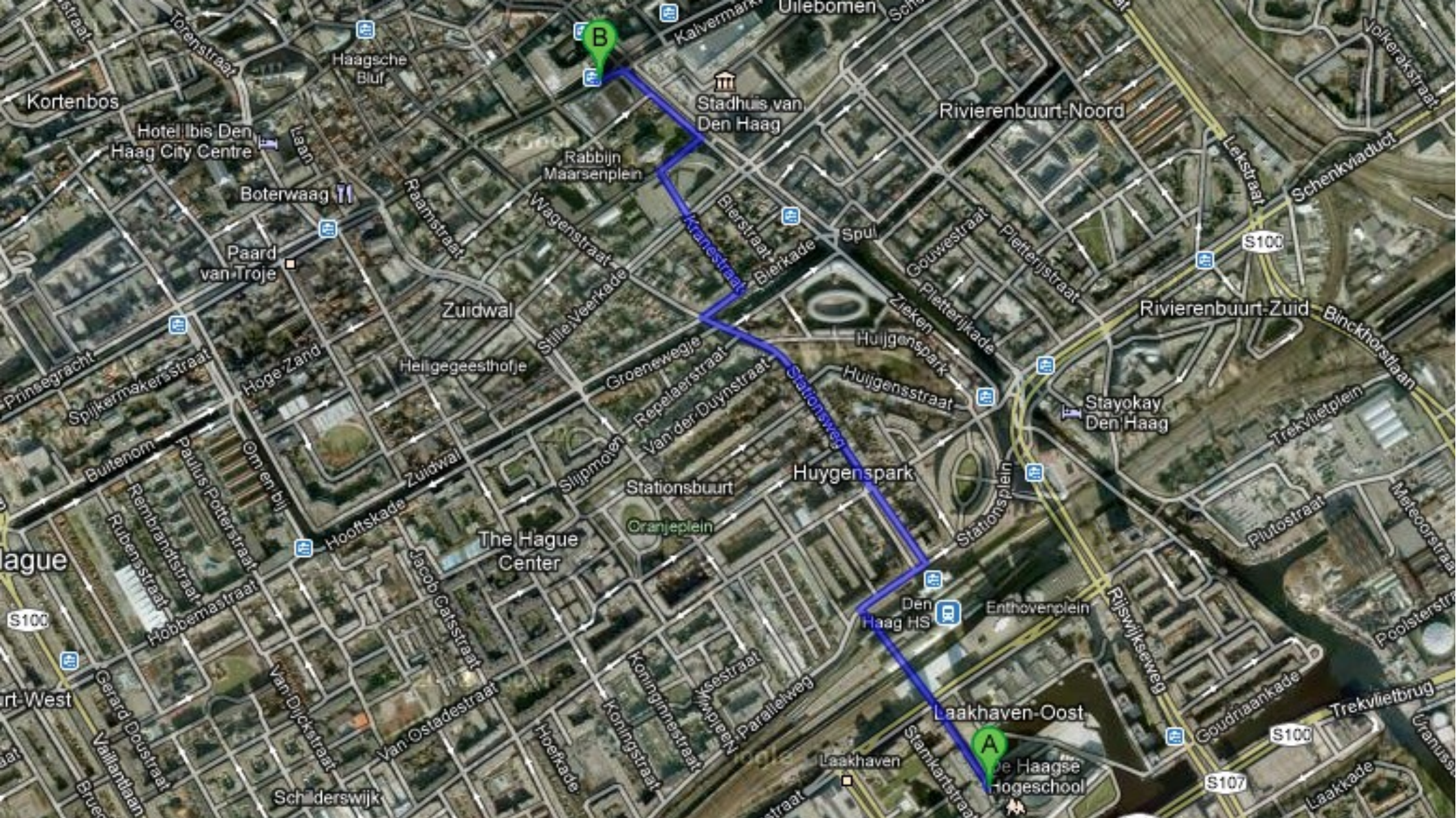
Donald B has just been challenged to try somewhere different than Burger King

Dan A has just been challenged to try somewhere different than Walmart Supercenter

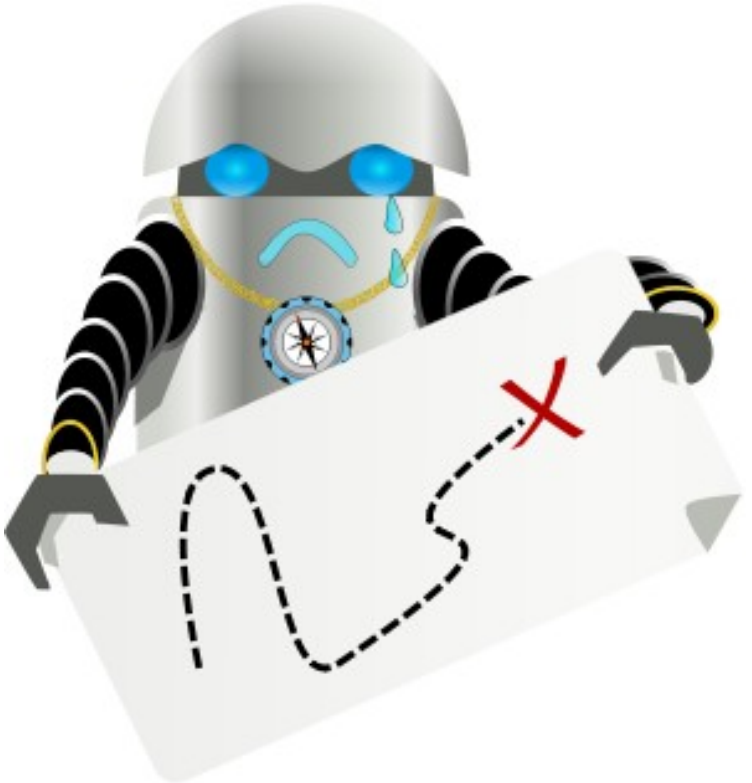
Once you sign up, GetLostBot will quietly keep an eye on the places you visit. If it feels that you are going to the same places too often, it will send you a challenge.

When this happens, you will receive a message with some mysterious walking directions. Follow these to discover a place nearby that you have never been to before!

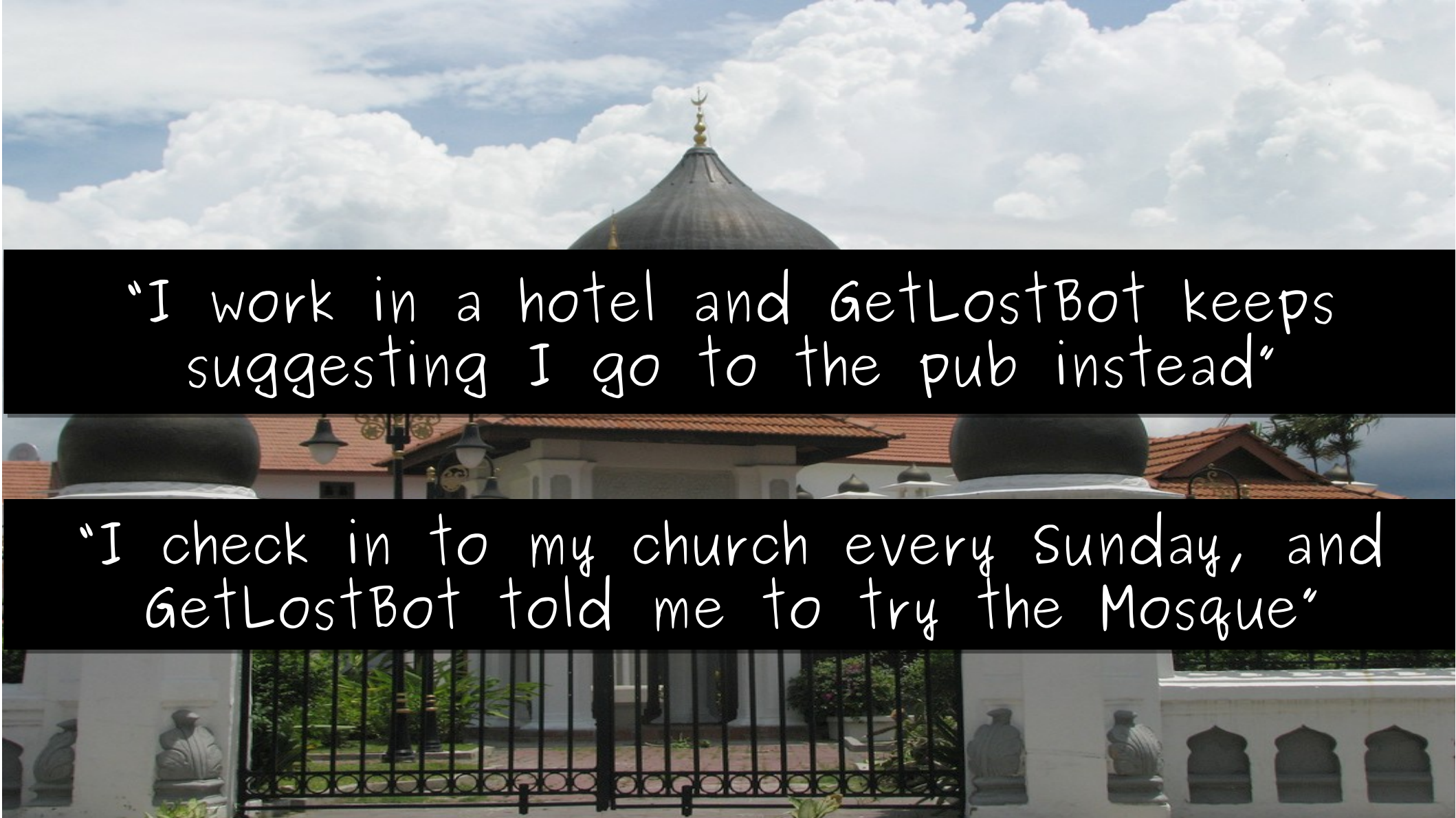
Who knows, maybe you will find your new favourite place! After all, if we never venture into the unknown, how do we get anywhere new?



B
A
Uilebomen
Kalvermarkt
Haagsche Bluf
Kortenbos
Hotel Ibis Den Haag City Centre
Laan
Boterwaag
Paard van Troje
Stadhuis van Den Haag
Rabbijn Maarsenplein
Rivierenbuurt-Noord
Lekstraat
Schenkviaduct
Volkerakstraat
S100
Raamstraat
Wagenstraat
Kranestraat
Bierstraat
Bierkade
Spui
Gouwestraat
Pletterijstraat
Pletterijkade
Zieken
Zuidwal
Stille Veerkade
Rivierenbuurt-Zuid
Binckhorstlaan
Huijgenspark
Huijgensstraat
Stationsweg
Heiligegeesthofje
Groenewegje
Repelaerstraat
Van der Duynstraat
Hoge Zand
Prinsegracht
Spijkermakersstraat
Stayokay Den Haag
Trekvlietplein
Buitenom
Paulus Potterstraat
Om en bij
Zuidwal
Slijpmolen
Stationsbuurt
Huygenspark
Stationsplein
Rembrandtstraat
Rubensstraat
Hooftskade
Oranjeplein
The Hague Center
Plutostraat
Meteoorstraat
Jacob Catsstraat
Hobbemastraat
Den Haag HS
Enthovenplein
Rijswijkseweg
Poolsterstraat
Gerard Doustraat
Van Dijckstraat
Van Ostadestraat
Koninginnestraat
Koningstraat
Parallelweg
Laakhaven-Oost
Goudriaankade
Trekvlietbrug
Vaillantlaan
Hoefkade
Laakhaven
Stamkartstraat
De Haagse Hogeschool
S107
Laakkade
Schilderswijk



They hated it.


"I work in a hotel and GetLostBot keeps suggesting I go to the pub instead"
"I check in to my church every Sunday, and GetLostBot told me to try the Mosque"

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thx

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