Folk Games, Festivity and Subversive Game Design

Douglas Wilson

Die Gute Fabrik

Photo via Utrecht School of the Arts

Dark ROOM sex GaME

B.U.T.T.O.N.

JOHANN SEBASTIAN JOUST
Photo by Bennett Foddy

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Die Gute Fabrik

"Doing Ridiculous Shit With Technology"

Douglas Wilson
Die Gute Fabrik

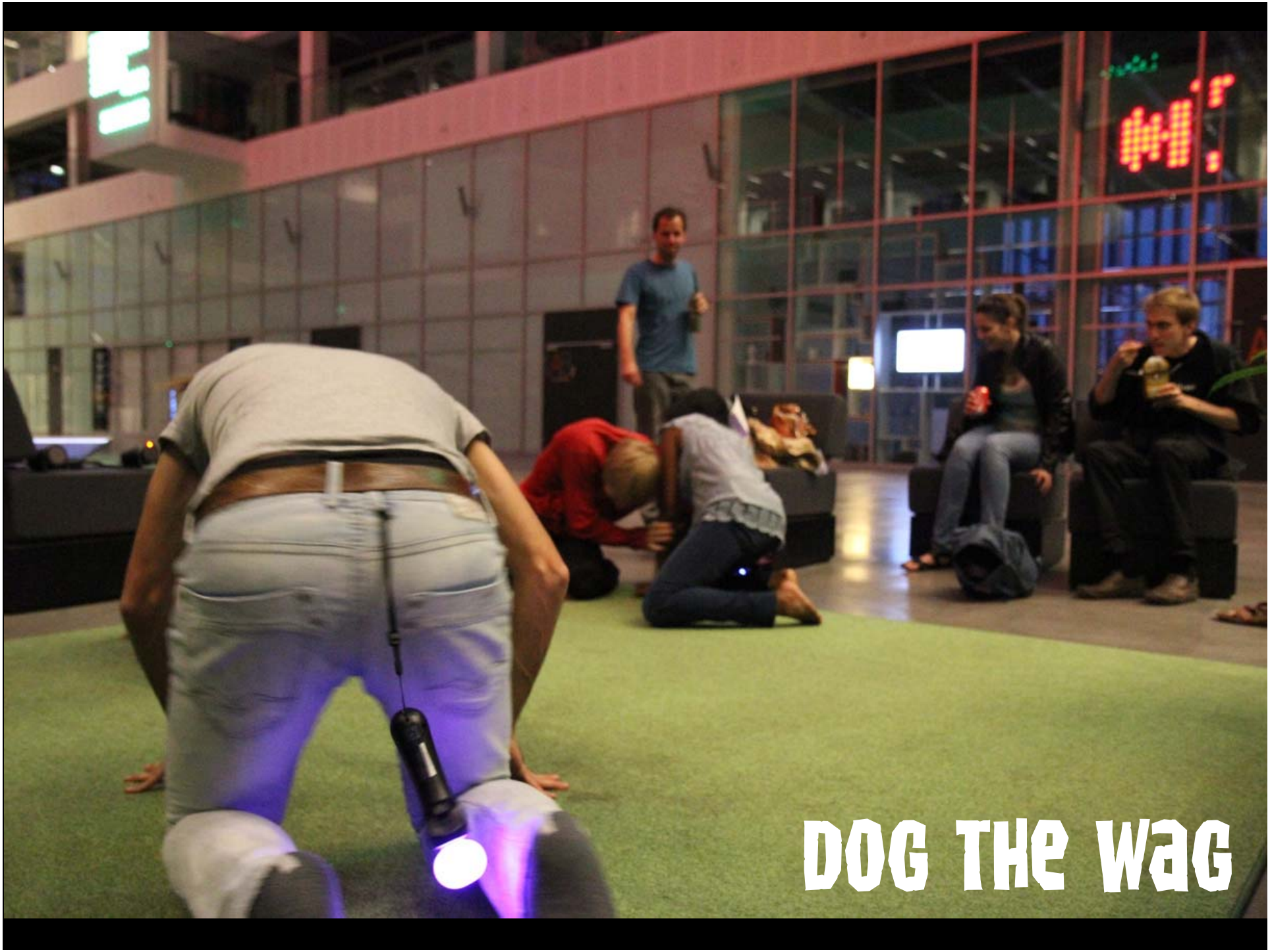
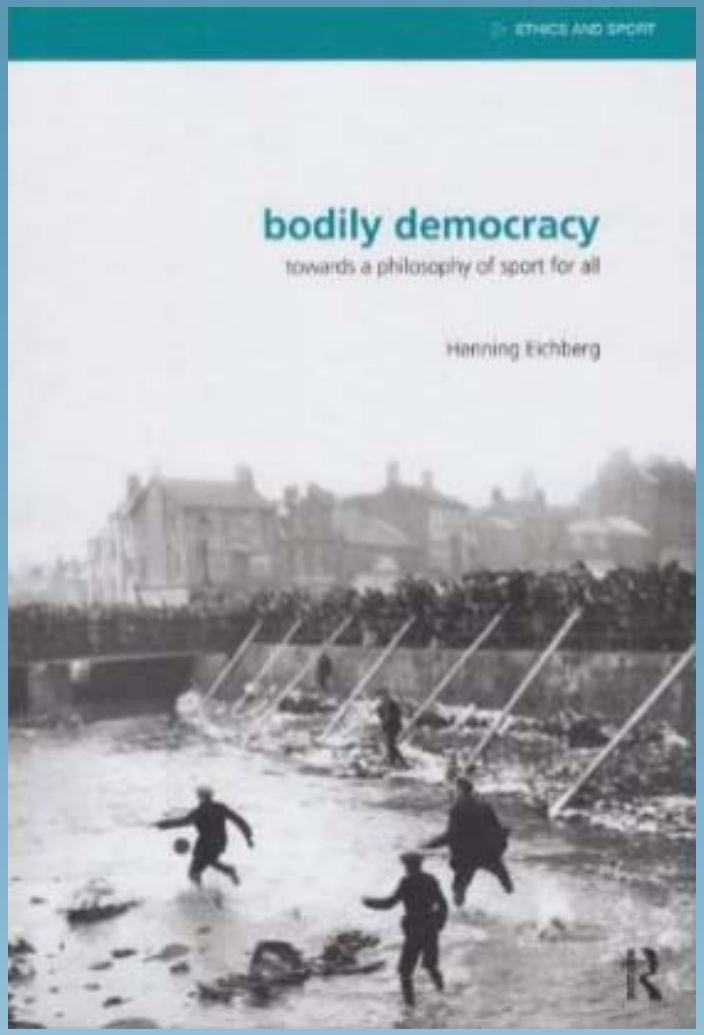

DOG THE WAG

Photo via Joanna Gubman

Photo via Joanna Gubman

Folk Games

Photo via IndieCade



Folk Games:

"Traditional, ethnic, or indigenous sports and games"

but may also include

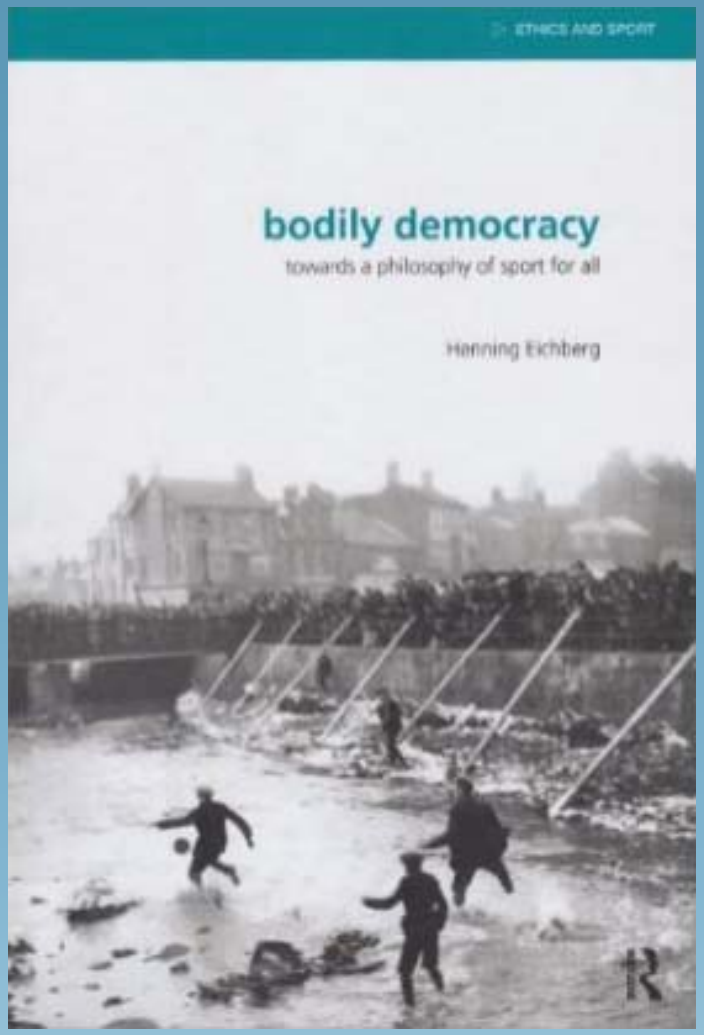
"new activities that are based on traditional practices."

Photo via Invisible Playground

Folk Games:

- Simple
- Common equipment (if any)
- Spread by word of mouth
- "House rules"

- Physical
- Silly!



"Modern sport"

– *"Ritual of the perfect achievement"*

– Setting records

"Popular sport"

– Festive

– Unserious

– Anyone can get involved

FOLK GAME AS "ATTITUDE"
Photo by Natalie Seery

The Joy of Subversion

Beacons of Hope

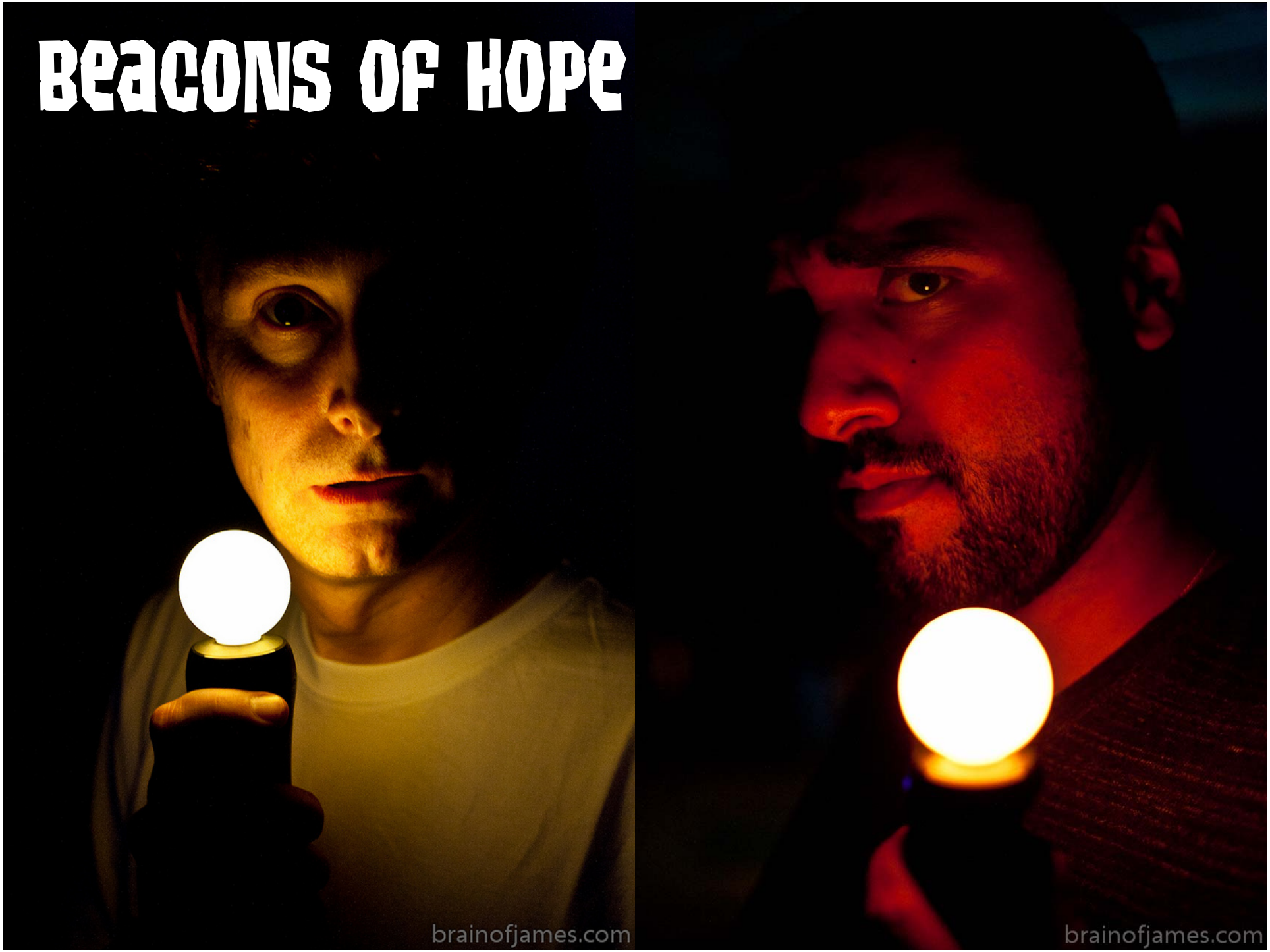


Photo by Bryan Ma

Johann Sebastian Joust

Photo via GameCity

BRASIL

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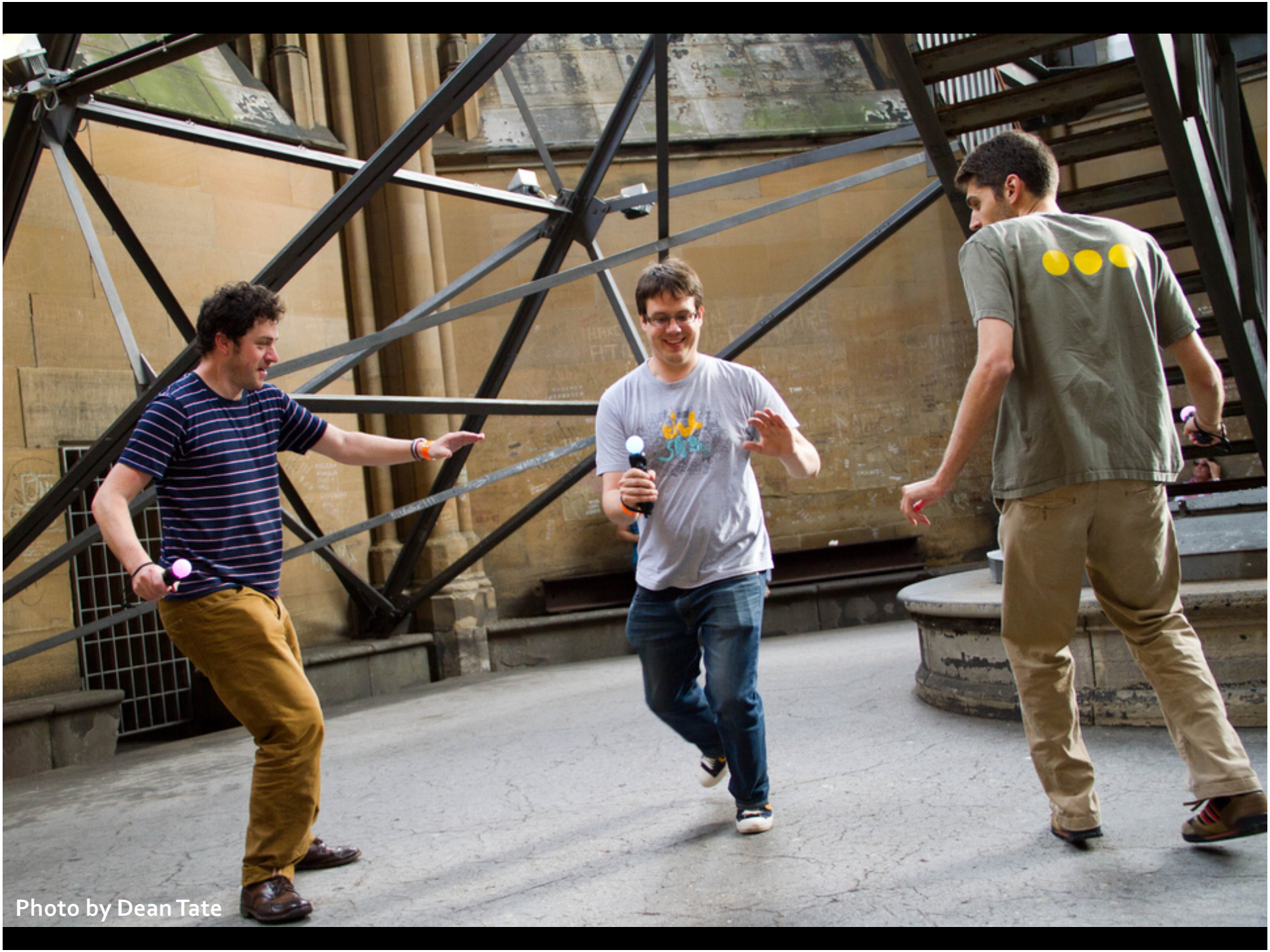
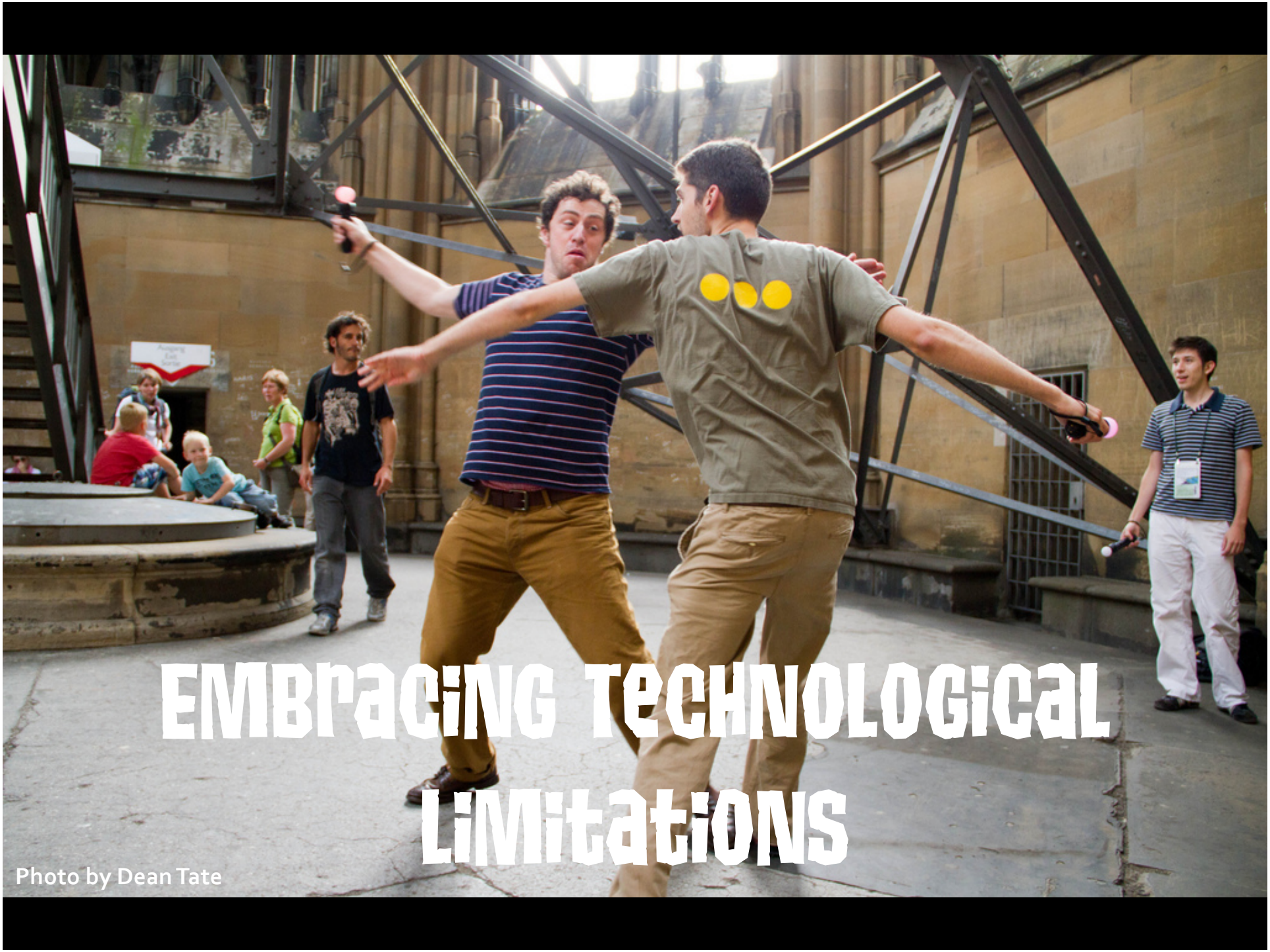


Photo by Dean Tate

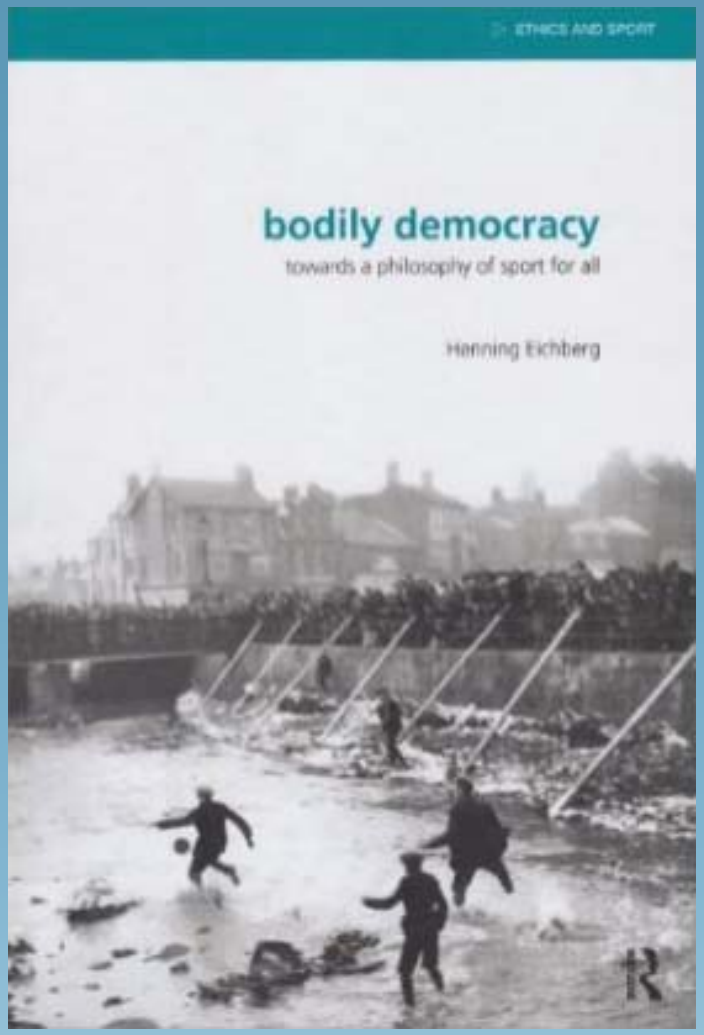
PlayStation®Move
THIS CHANGES EVERYTHING


EMBRACING TECHNOLOGICAL
LIMITATIONS
Photo by Dean Tate

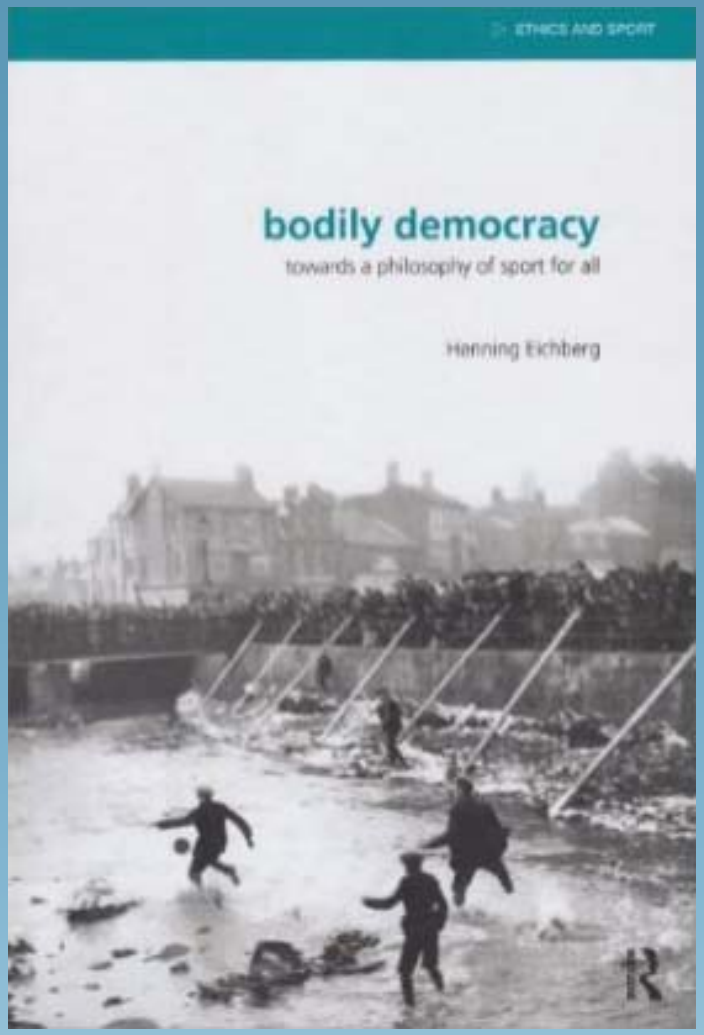
GOOD
HAPPY
PERFECT
JAZZY
OK
CRAZY
FUNKY

Photo by Natalie Seery

Photo via GDC Flickr stream



"The grotesque body displays what is imperfect in human form. The fool and the carnival are images of things going 'wrong' in life…



… All this gives birth to laughter, which is thus linked to a deep recognition of human failure and blurs the edges between success and failure that are sharpened by the modern culture of perfection ”

Motion control as slapstick comedy
Photo by Jeriaska

Photo by Natalie Seery

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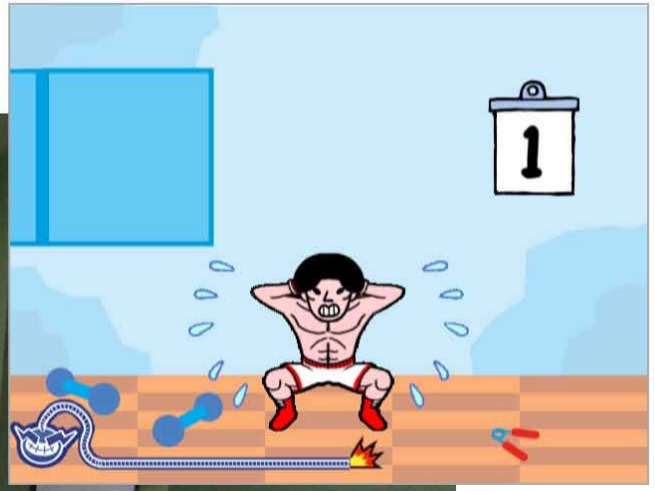
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SONY
FROBISHER SAYS
PS VITA

SO IT GOES
FAMILY

Illustration by Jon Boam

FINGLE

SPIELPLATZ

How can technology improve games

~~How can technology improve games~~

Photo via IndieCade

How can games improve technology

SPIELPLATZ

THANKS!
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