GDC
Sexy Microtalks: Making Intimacy, Sex, and Romance in Games
GAME DEVELOPERS CONFERENCE
MARCH 18–22, 2019 | #GDC19

Content Warning

- Consent
- Sex
- Nudity
- Moving gifs
- Swearing

20 slides

x

16 seconds

A peak into intimate game design!

Thank you Richard! 🙏

GDC Microtalks, Richard Lemarchand

Saf Davidson

Michelle Clough

Jennifer Brandes Hepler

Robert Yang

Christine Love

Naomi Clark

Joe Cox

Kim Allom

saf
@wanderlustin

love is a mess

and so am i:

a very brief exploration of how I approach love, sex, and intimacy through editing & design

hi i'm saf and i'm here to yell about THEME (and also editing)

★narrative designer & editor (& podcaster)
★Dynacorp, Delicious World, Love Is Dead, Intimacy, if not us, Conversation with your Genitals (jam game), etc.
★was previously aro/ace, iffy on identity now!!
★very into empathy and emotional design

I literally only learned the emotion of love a year ago!!

but even when I was extremely non-sexual I craved intimacy in the games I played. Kind of how I imagine asmr works for some people?

Obv i don’t speak for all ace folks
Also i find tragedy and shit way hotter than fluffy stuff so uhhhhhhh

I started working on a dating sim and had to actually THINK about how the hell to convert *my* feelios into *romantic/ intimate* feelios for allo people.

(allo meaning allosexual & alloromantic)

choice and agency

&

reward and punishment

choice and agency

★ **player gets *feedback*** – romanceable character responding consistently according to character and player's choices

★ **sense of "*will they won't they like me*"** — there's the fun in flirting and learning about the person you like, how to bring that into a game?

★ **surprise and trepidation** — linked to the above; having emotional rises and falls

★ the fun of discovery! both of romance interest & self & game world

choice and agency

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reward and punishment

- ★ **could be in the sexy way ;)**
- ★ **fluffy game? FLUFFY FEEDBACK** – if the tone & theme of the game are fun and light, then even negative feedback should be the same
- ★ **fun with mechanics for everyone!** — finding a way to have fun with mechanics & branching to design a fun romance
- ★ **they can also be bad (on purpose)** — my own personal game explores how games w/ romance can encourage manipulation, lying, etc.

reward and punishment

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★ **fun with mechanics for everyone!** — finding a way to have fun with mechanics & branching to design a fun romance

★ **they can also be bad (on purpose)** — my own personal game explores how games w/ romance can encourage manipulation, lying, etc., for a theme of **agency and control**.

a little more on feedback to player

on loverwatch (fun fluffy escapism) I didn't want the player to feel awful even when earning "negative relationship points"*

rewarded regardless with dialogue, different info, fun interactions, though they may be more platonic

bringing the player into the right headspace for the game.

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big drive behind this for me was also like… if someone's playing a *game* for interactive romance then they prob don't want to click a bunch and get nothing out of it.

i wanted to respect the player's time & energy!!!

This shit needs to be designed in from the ground up tbh. Poly relationship dynamics? Asexual-but-still-intimate relationship? How will this be negotiated with the player?

These things have like, a bunch of hurdles to figure out!!

Related: with multiplayer games (like that one jackbox one about monsters dating) *involving fake relationship dynamics*, you gotta think about the fact that **a lot of people are really uncomfy** with flirting with friends and design to minimize that!

dynamics between npcs & players and players & players will be **extremely different**

EDITING!!! i'm a comprehensive games editor (e.g. i also edit for design)

- ★ worked with Aubs on Intimacy as an editor!
- ★ tried to find ways to word questions to encourage players to openly interact with the game & other players
- ★ expanding yes-or-no questions into **open questions** to prompt deeper discussion and thought
- ★ changing words slightly so they would have **different connotations** that might feel less daunting yet encourage similar thinking & discussion
- ★ language is important!

EDITING!!! i'm a comprehensive games editor (e.g. i also edit for design)

★ Basically what I was talking about with design, theme, and intention except as an editor!!

★ Except obv as an editor it's not *my* work, it's about me helping devs to more clearly express their intentions and connect with players

★ Also I can come from a more neutral pov than a designer — I can approach as both *player* ***and*** *designer*.

because really, isn't this all about connection???

designing & editing for games about sex & love & intimacy has done me good

- ★ Working on games like Intimacy & Convo with your Genitals helped me have those internal dialogues with myself too
- ★ I would never have approached games like these as a player, but becoming an editor has made me do that *exact thing*
- ★ I also wouldn't have written Convo with your Genitals!
- ★ I've had new interactions that have changed me, that I only could've had through games

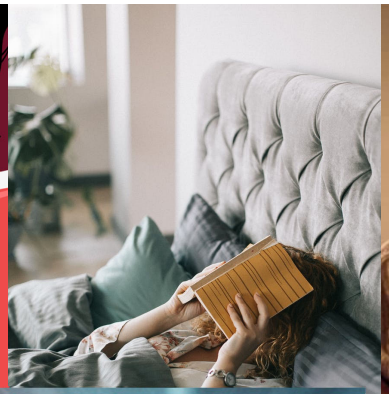
holy shit, empathetic & intimate games can change your life.

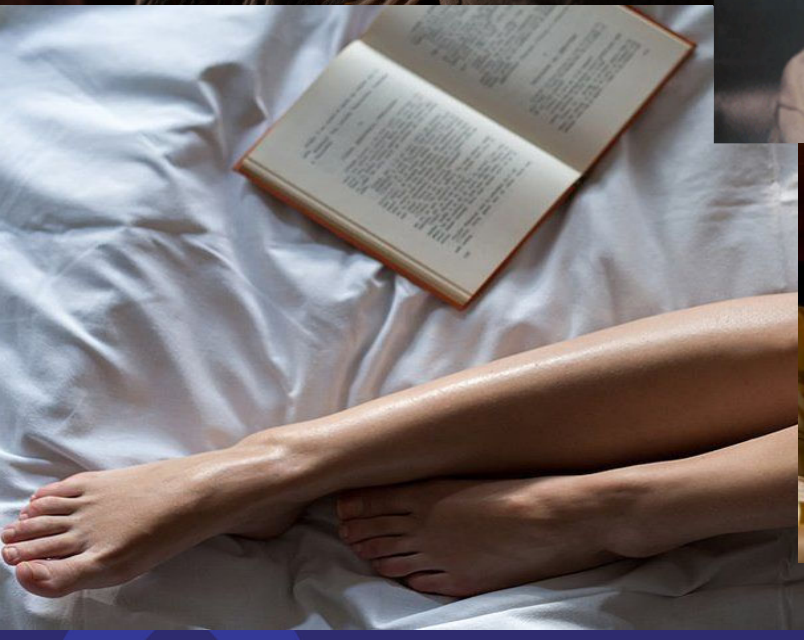
nice

saf
@wanderlustin

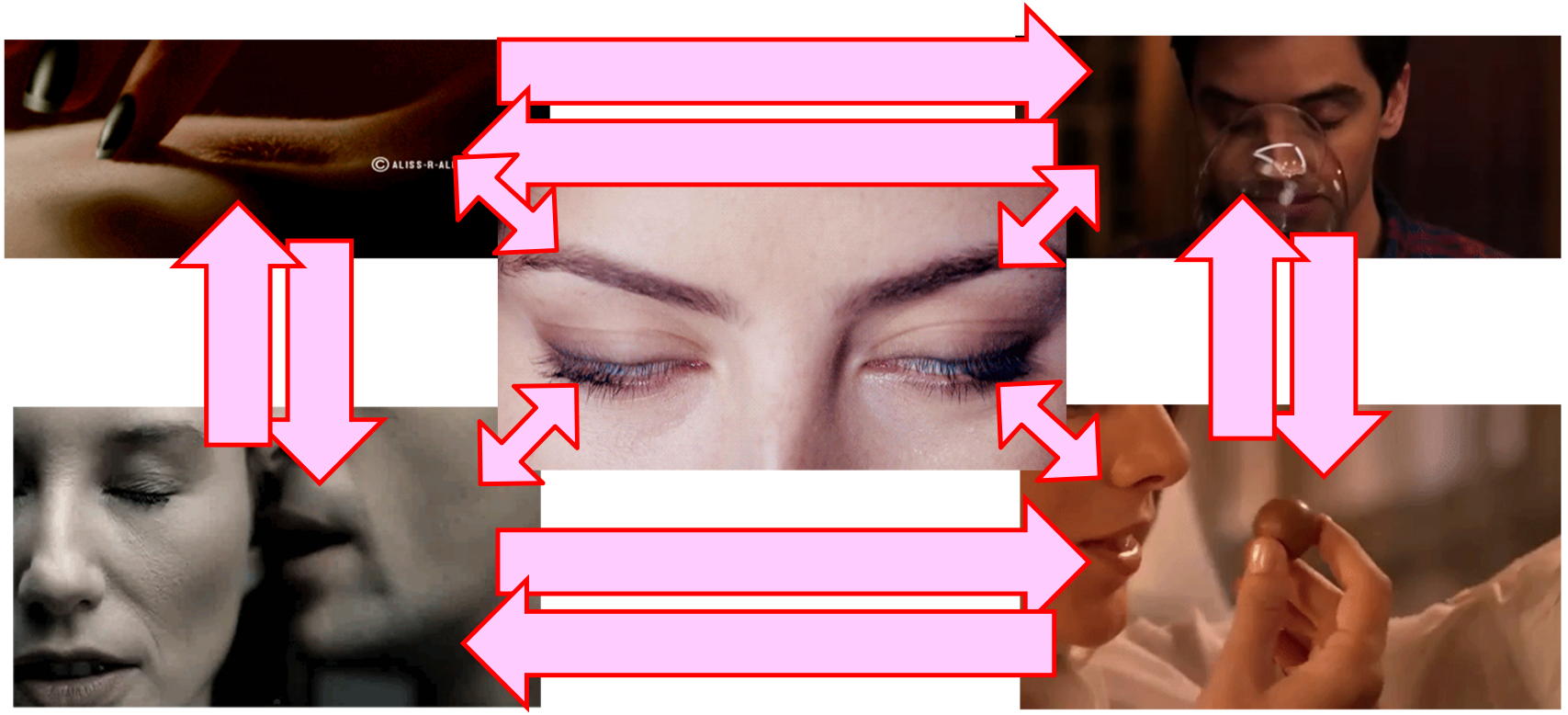
Michelle Clough
@michelle_clough

I only design artisanal sex games.
Plug and Play
MASTURBATION
POCKET WAIFU



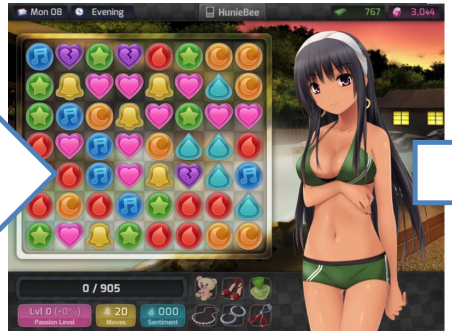


Pleasure of the Senses…



Sensual Pleasure and Pacing:
Narrative / Game Design

PROBLEM?:



Sensual Pleasure and Pacing:
The “Warm Bath”

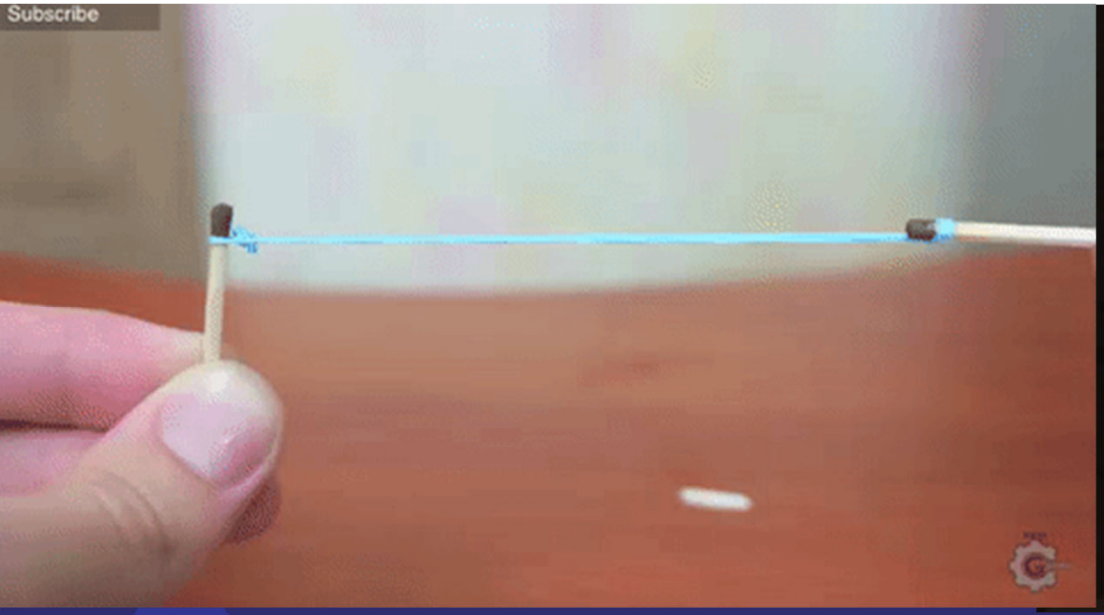
- **Immediate indulgence in sensuality**
- **All parties aware/eager for sensual pleasure**
- **Focus on mature, healthy gratification**

Example Scene:
Assassin’s Creed: Brotherhood

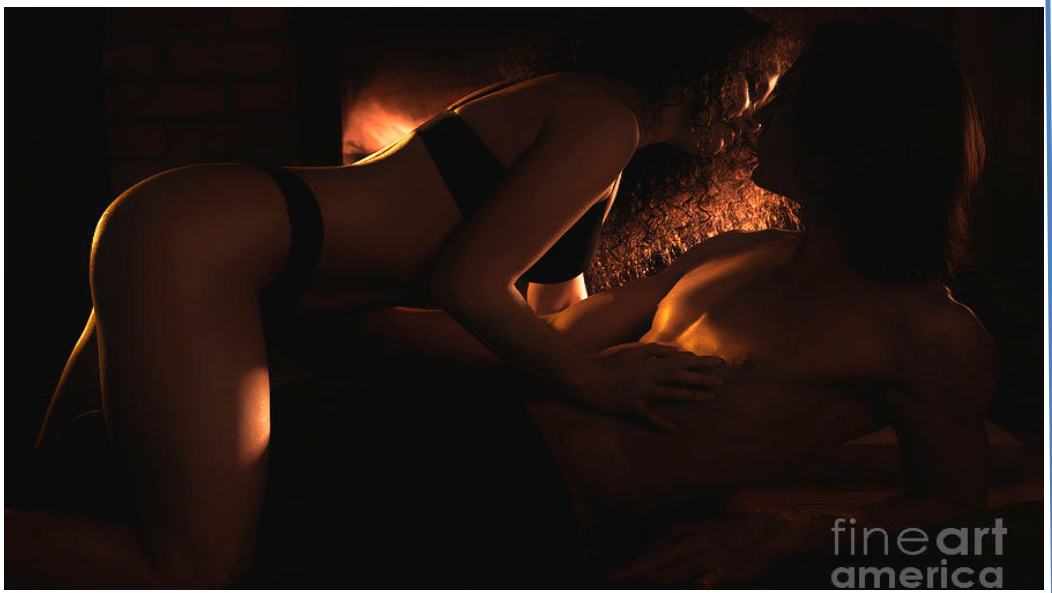
Sensual Pleasure and Pacing:
The “Elastic Band”

- **Sensuality on “backburner”, getting closer to surface until BOOM!**
- **Characters unaware OR resisting/ignoring for reasons**
- **Focus on tantalization, tension, delayed gratification**

Example Scene:
Dragon Age II – Fenris scene



Traditional Writing



Game Design

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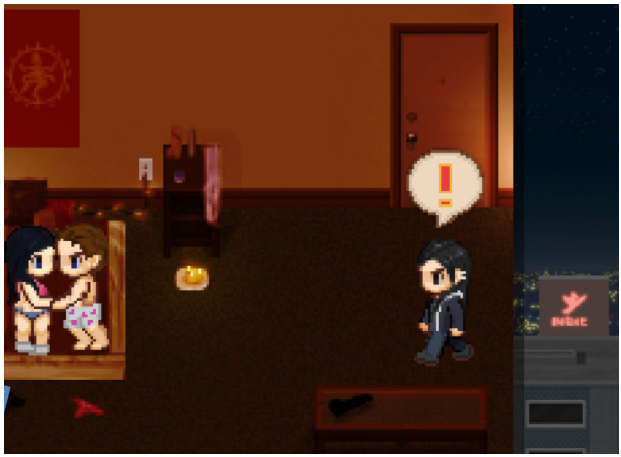
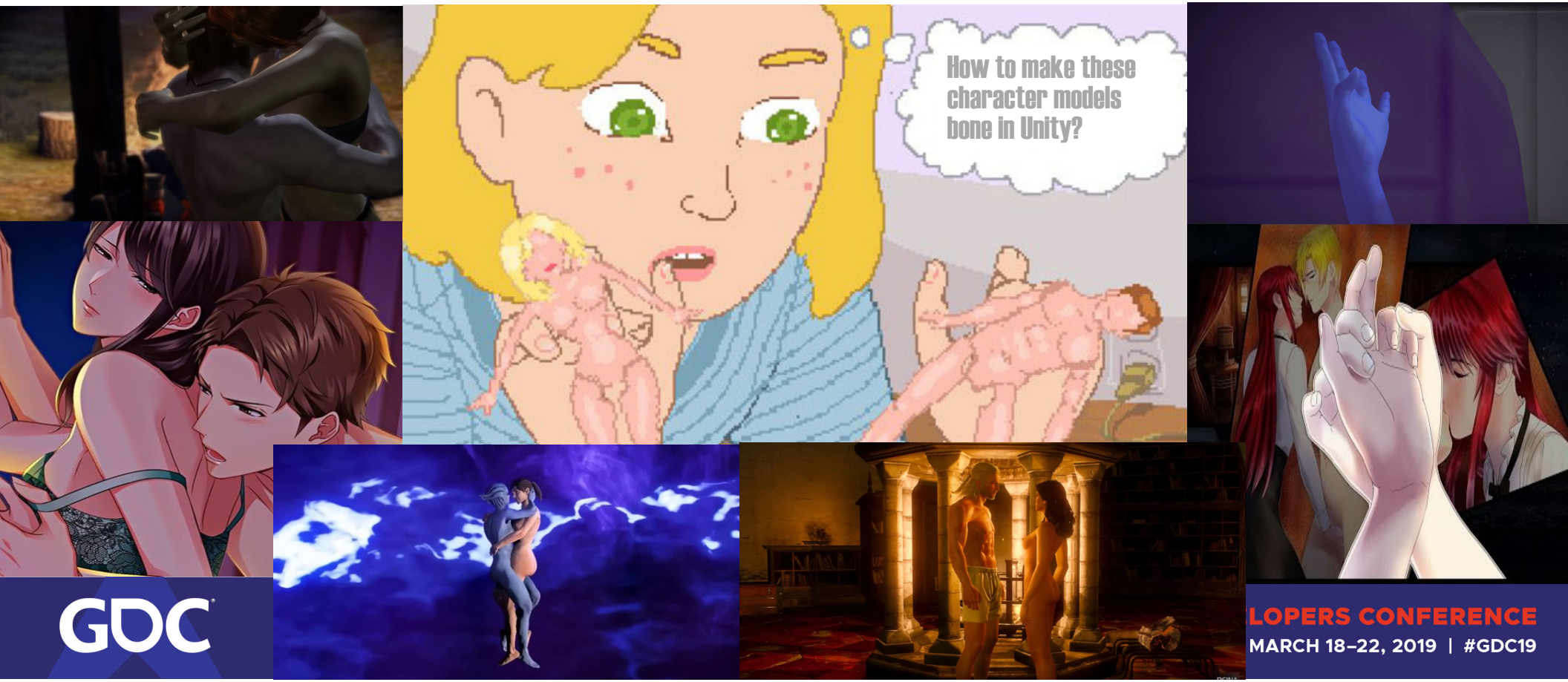
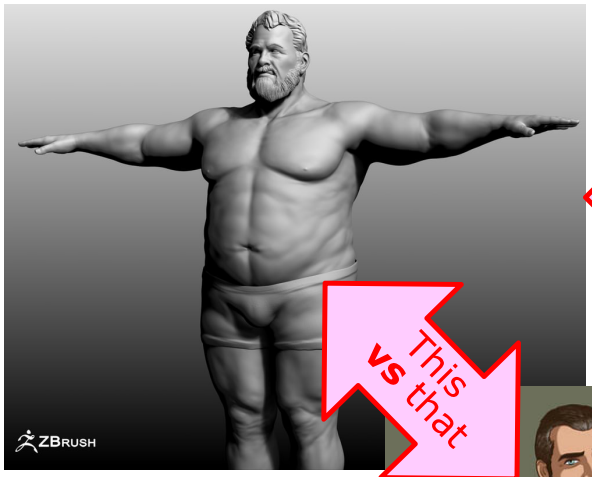
Visual Sensual Pleasure:
A Beginning, not an End



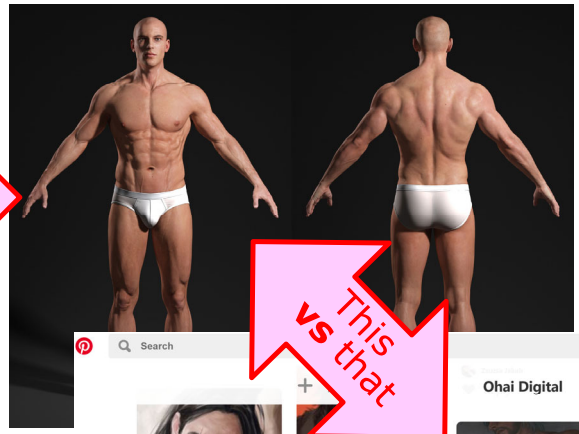
Visual Sensual Pleasure:
Animation / Camera



Visual Sensual Pleasure:
Character Design

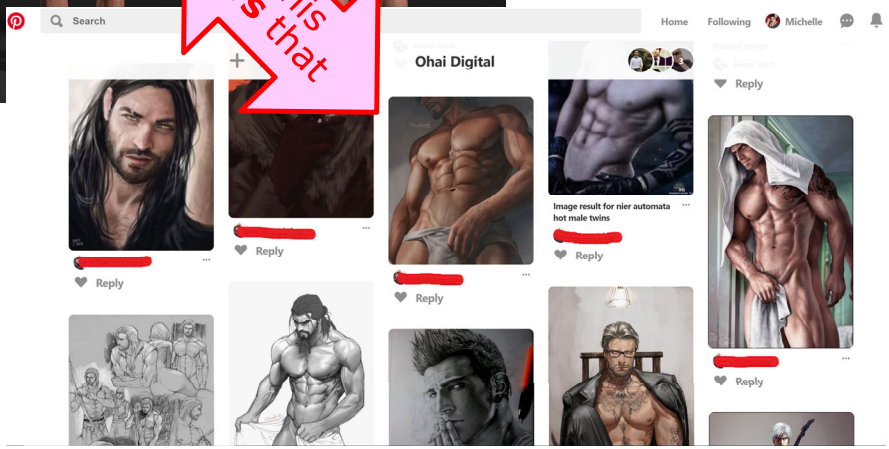


NOT this vs that

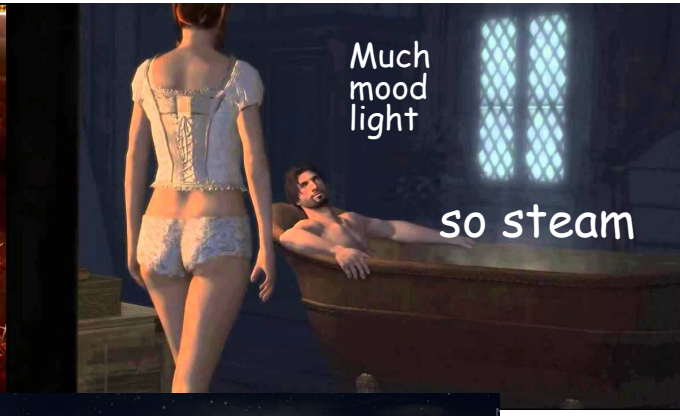


This vs that

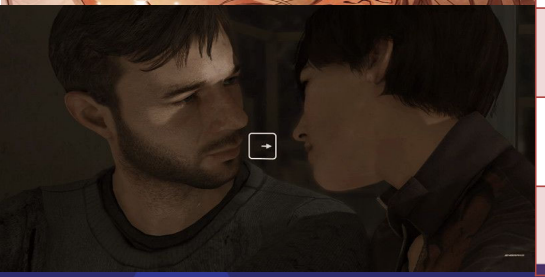
This vs that



Visual Sensual Pleasure:
Environmental / Level Design

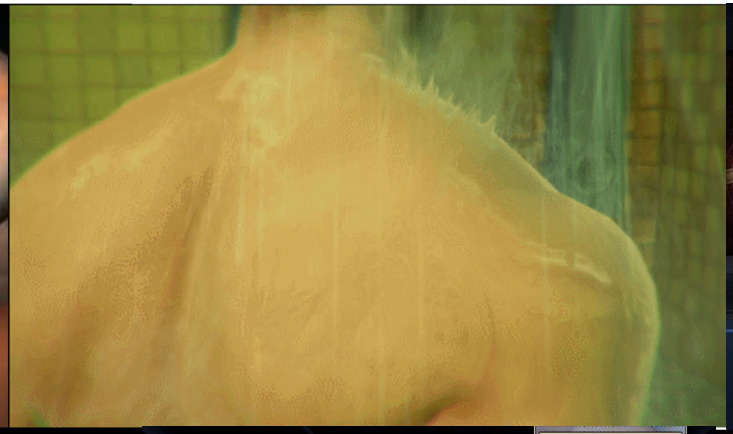


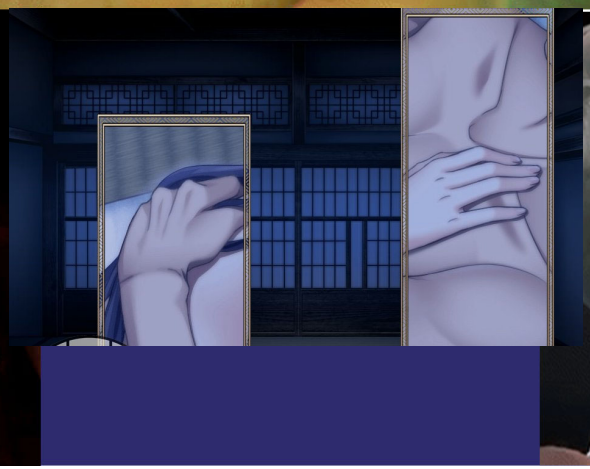
Sensual Pleasure of Touch:
Game Design/Mechanics/Systems



Common Romance Novel Verbs
Touch
Caress
Stroke
Fondle
Kiss
Press
Meld

Sensual Pleasure of Touch:
Visual Design / Suggestion





Sensual Pleasures of Taste and Scent: "Impossible" to accomplish?

Sensual Pleasures of Taste and Scent:
Narrative Design / Animation / etc

Aural Sensual Pleasure:
Music and SFX

Aural Sensual Pleasure:
Voice Acting / Narrative Design

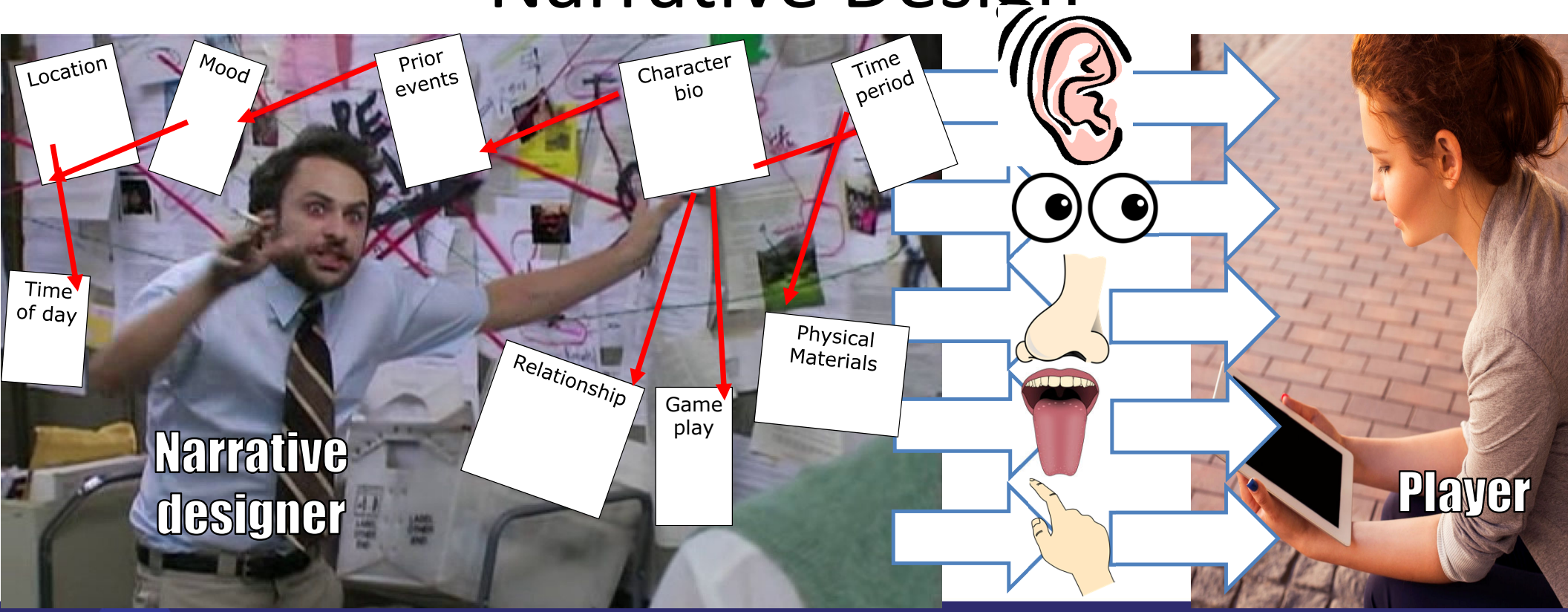
\+

sexy exhaling

"I have been thinking of you… I can think of little else. **Command me to go, and I shall.**"

=

Context of Sensual Pleasure:
Narrative Design



GOD OF WAR

Michelle Clough
@michelle_clough

Jennifer
Brandes
Hepler
@JBHepler

Credit: Samuel Merritt University

Sexual Negotiations

Emina Melonic

Our current culture denies and suppresses masculinity and men are guilty for simply being men.

But the idea that promoting a culture of consent would ruin seduction altogether is still deeply rooted.

LIVING

More men are asking consent for kward

August 8, 2015 | 6:00am

guy bluntly posed that question during a contain her laughter, she made an excuse ut the wording? Definitely a mood killer.

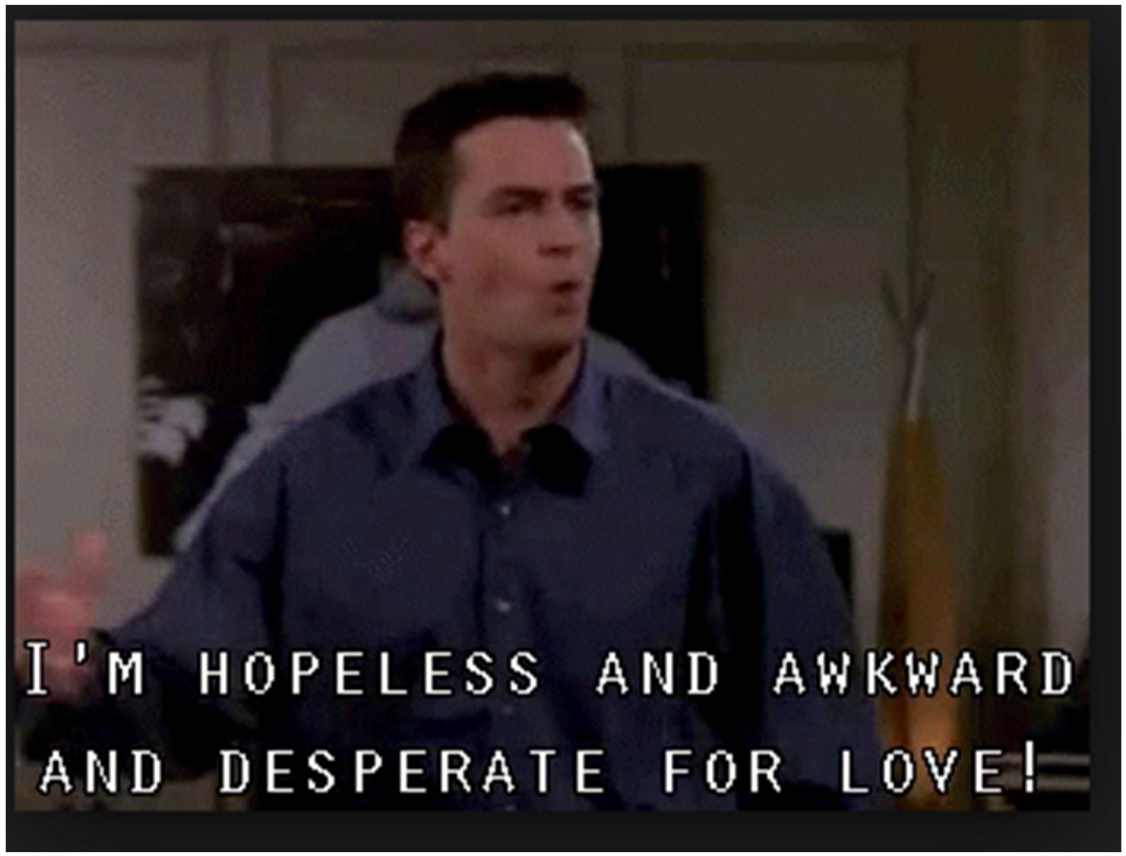
AGENCY

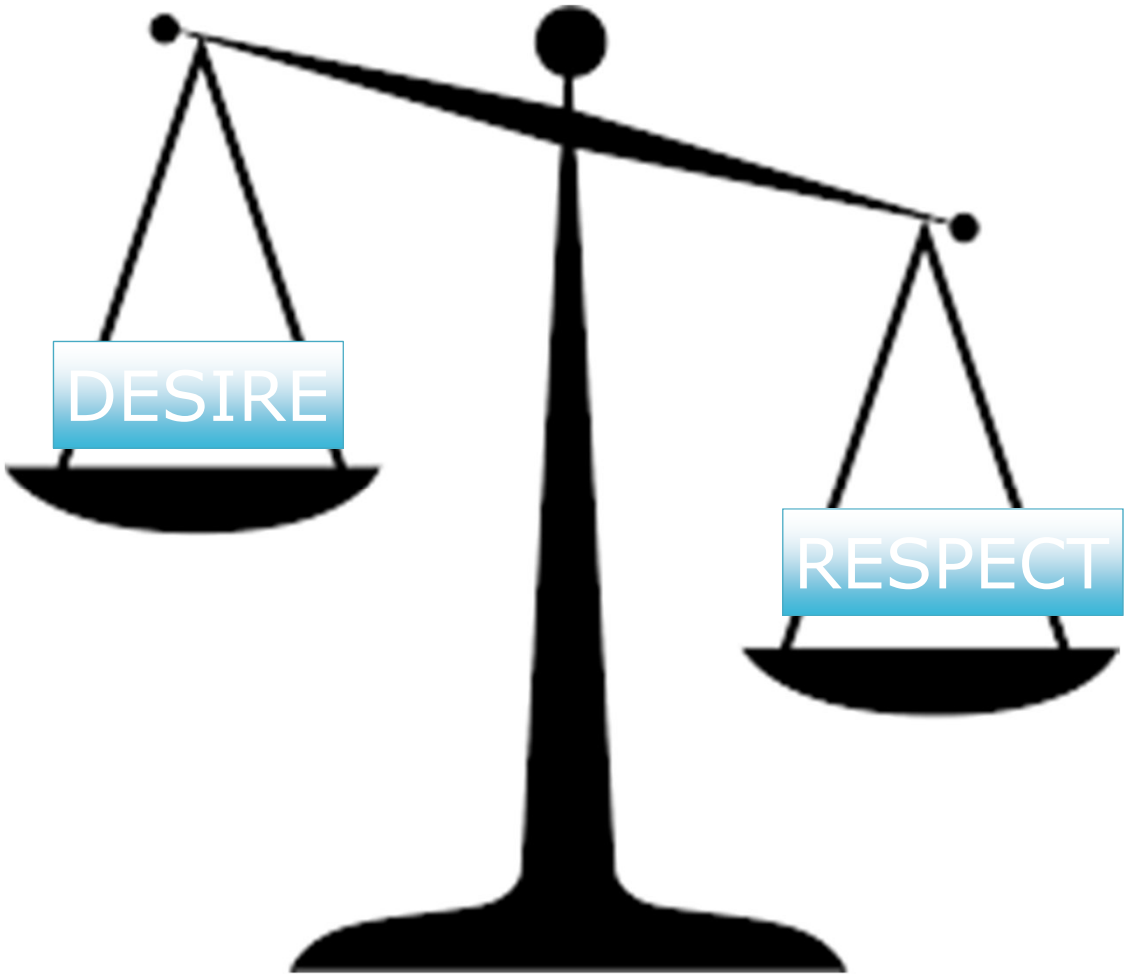
Why is agency important?

Because loss of control ISN'T FUN

Games can set a great example of how to do consent right!

I'm a soldier with the Republic, like you. We're the last two crew members left on the Endar Spire.


I'M HOPELESS AND AWKWARD
AND DESPERATE FOR LOVE!


DESIRE
RESPECT

In **Choices** consent is always key.

Victorian lady shows her ankle. Scandalous!
PHILCO SERIES 3056 B
GABRIELLE RAY.

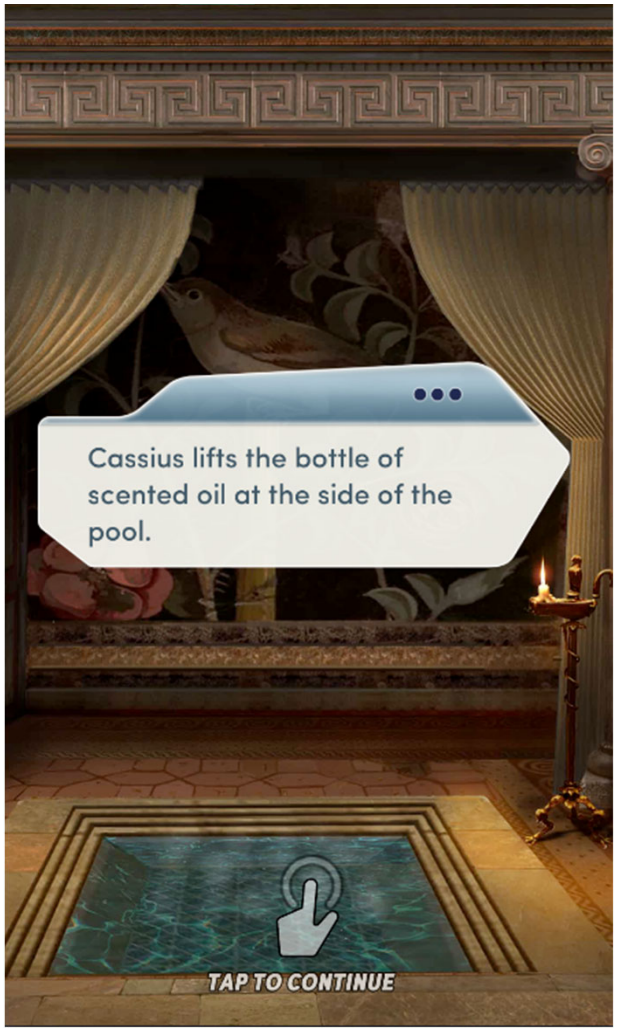
Johanna Lindsey
Tender is the Storm
Donna Fletcher
Dark Warrior
Christine Monson
Stormfire
Ellen Tanner Marsh
Sable
For the Love of Scottie McMullet
Devil's Mistress
Heather Graham
Jennifer Wilde
Angel in Scarlet
Judith E. French
Lovestorm
Theresa Conway
A Passion for Glory

YES
BUT ISN'T IT NICE?

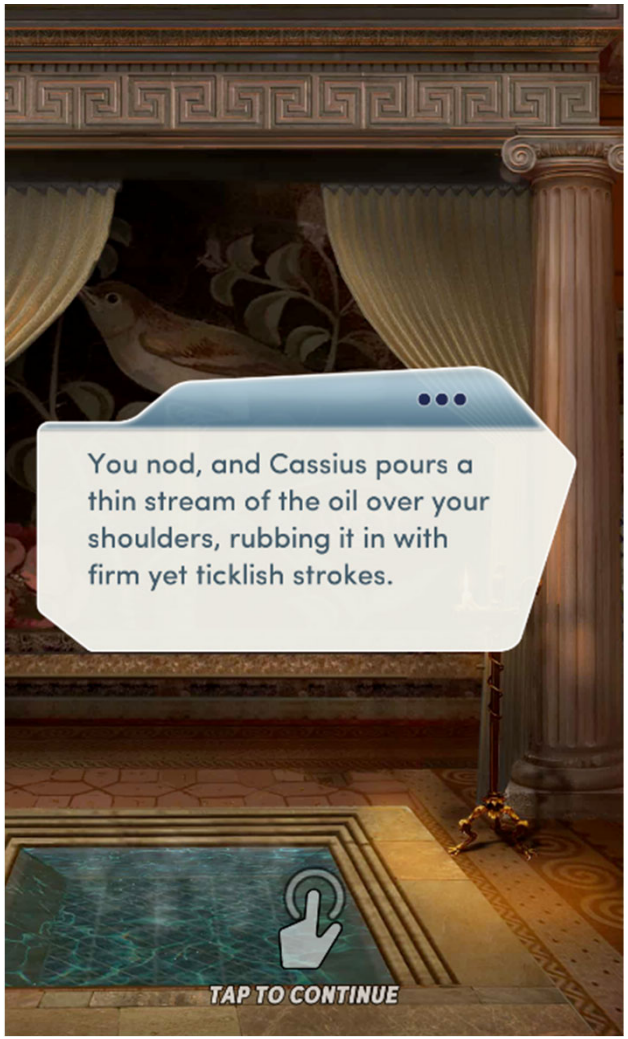
Consent can look like:

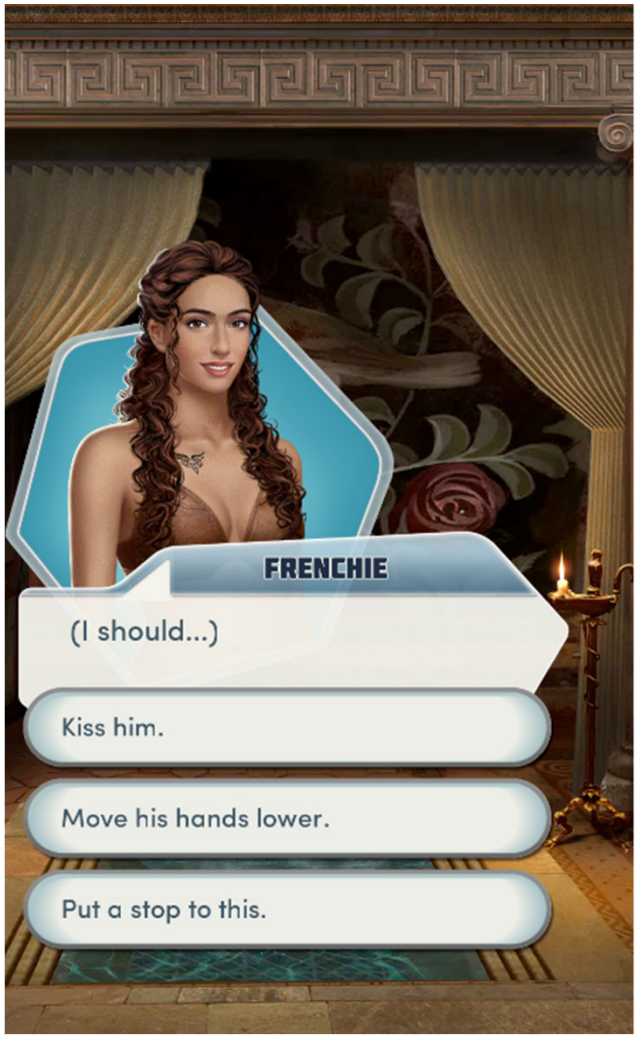
- LI expresses attraction, gives compliments.
  Player can respond to compliment.
- LI says what they feel/want.
  Player can agree/disagree/redirect.
- LI asks direct permission.
- Players get a choice to initiate/progress.

FRENCHIE
Perhaps there are better things we can do than talk...
TAP TO CONTINUE

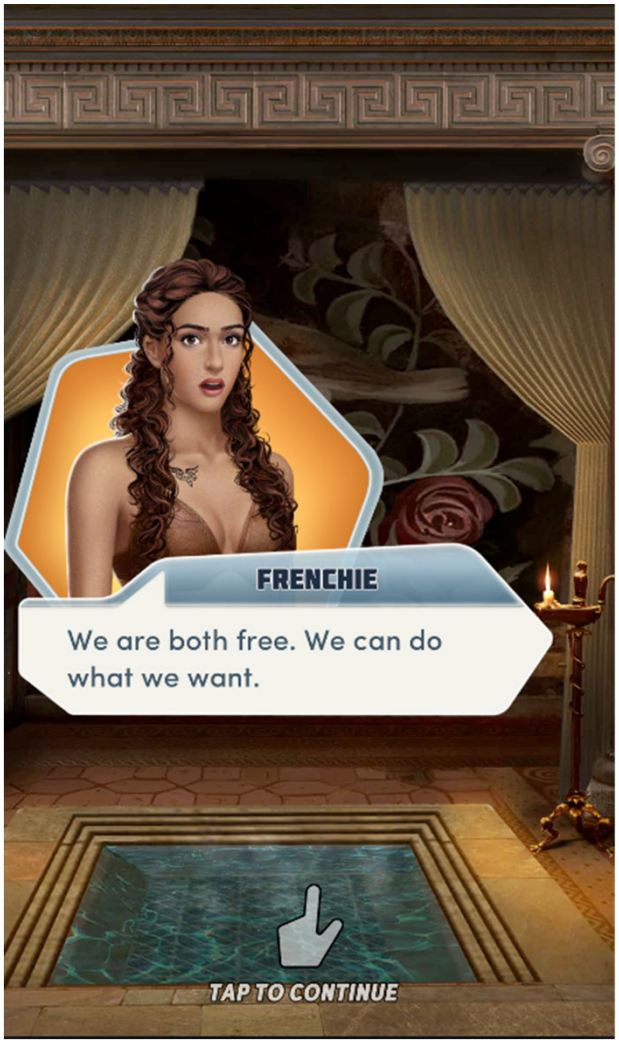

Cassius lifts the bottle of scented oil at the side of the pool.
TAP TO CONTINUE

CASSIUS
Shall I?
TAP TO CONTINUE


You nod, and Cassius pours a thin stream of the oil over your shoulders, rubbing it in with firm yet ticklish strokes.
TAP TO CONTINUE


FRENCHIE
(I should...)
Kiss him.
Move his hands lower.
Put a stop to this.

SYPHAX
Frenchie, we can't.
TAP TO CONTINUE


FRENCHIE
We are both free. We can do what we want.
TAP TO CONTINUE

SYPHAX
No. Frenchie, you know I am devoted to you, but... Lena would throw me out if she knew I had taken liberties with you.
TAP TO CONTINUE

FRENCHIE
You're not taking liberties if I *ask* for it--
TAP TO CONTINUE

SYPHAX
How could I ever keep you safe if your patrician clients learned that you had already let a mere bodyguard touch you?
TAP TO CONTINUE

FRENCHIE
I...
Would rather be with you than any patrician client!
Just need to be discreet.
Don't know what I was thinking.

But what about “bad boys”?

Danger and Consent:

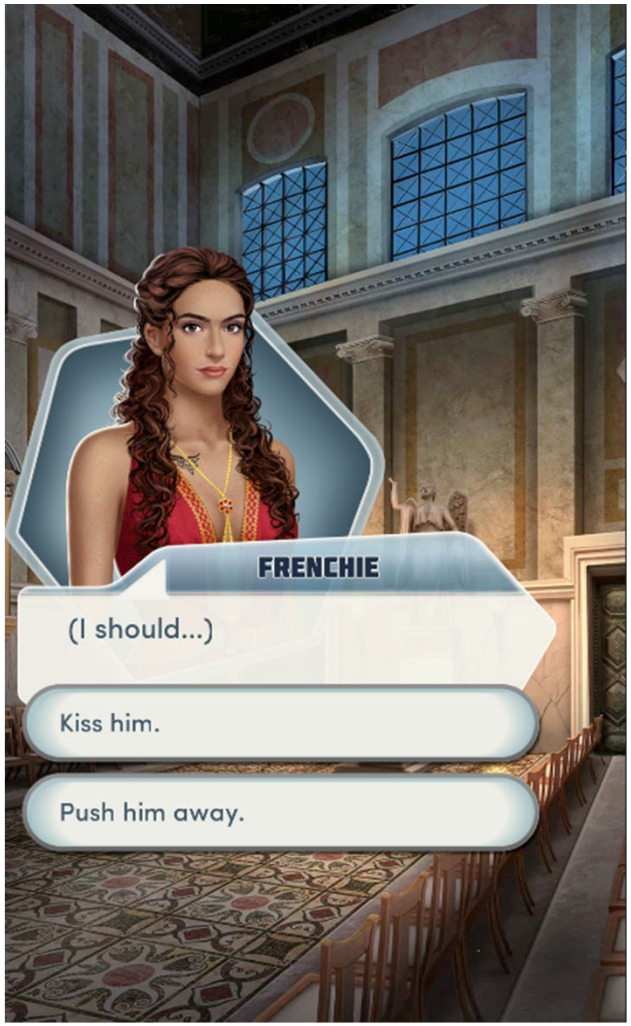
- Use language to evoke a sense of danger without actually violating consent.

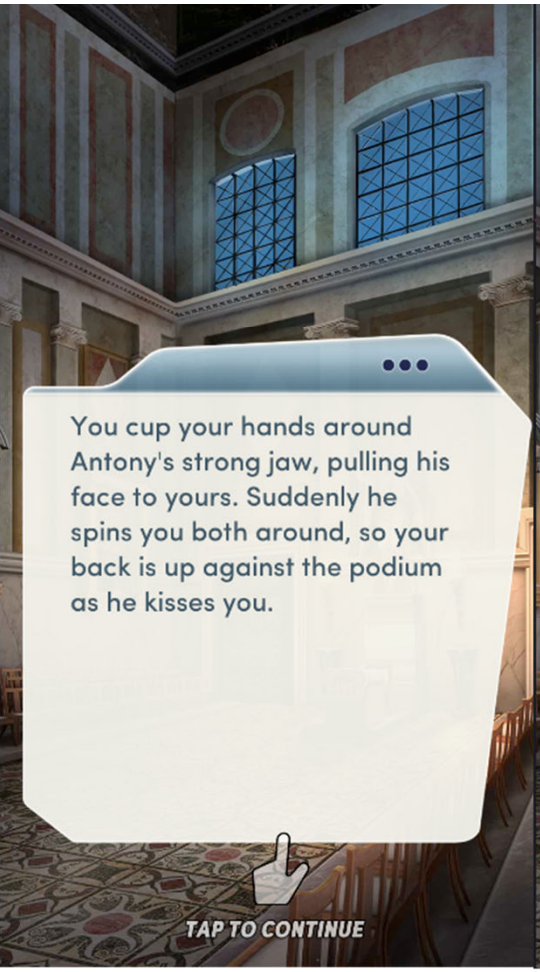
- Use signs of respect, like the character being a good lover, to show the danger doesn't threaten agency.

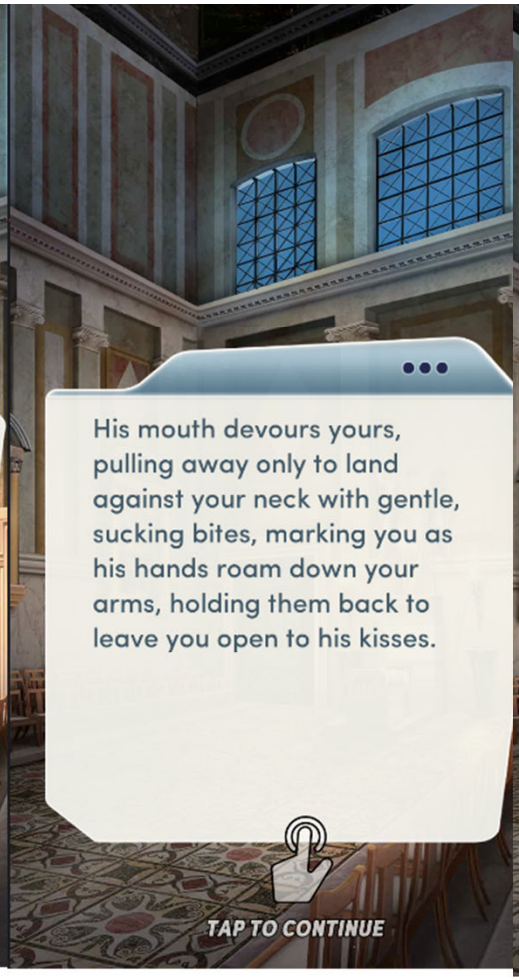
EVERY GIRL WANTS A
BAD BOY WHO WILL BE
GOOD JUST FOR HER.
Amazing Quotes And Sayings

MARC ANTONY
Now, what was it we came here for...?
TAP TO CONTINUE

He takes your hand and pulls you roughly closer, your lips just inches apart.
TAP TO CONTINUE


FRENCHIE
(I should...)
Kiss him.
Push him away.

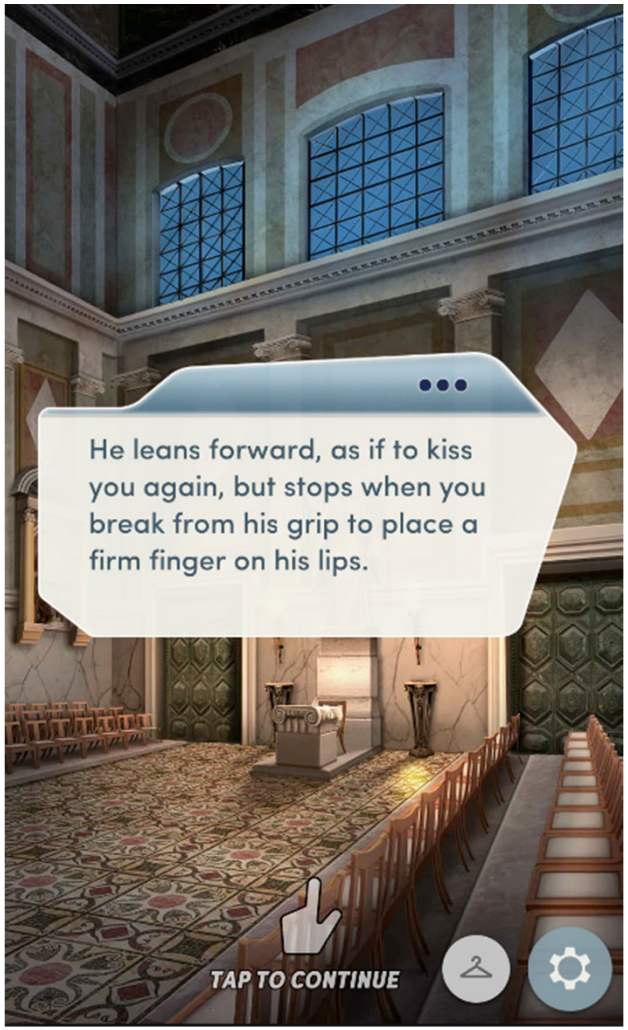

You cup your hands around Antony's strong jaw, pulling his face to yours. Suddenly he spins you both around, so your back is up against the podium as he kisses you.
TAP TO CONTINUE


His mouth devours yours, pulling away only to land against your neck with gentle, sucking bites, marking you as his hands roam down your arms, holding them back to leave you open to his kisses.
TAP TO CONTINUE

MARC ANTONY
I've wanted you since I saw you the day I returned. There is no woman like you, in Rome or Gaul.
TAP TO CONTINUE

FRENCHIE
I...
Want you too.
Want to stop.

MARC ANTONY
Stop... *here?*
TAP TO CONTINUE


He leans forward, as if to kiss you again, but stops when you break from his grip to place a firm finger on his lips.
TAP TO CONTINUE

FRENCHIE
How am I to be sure you'll want to see me again unless I leave you wanting more?
TAP TO CONTINUE

Conclusion

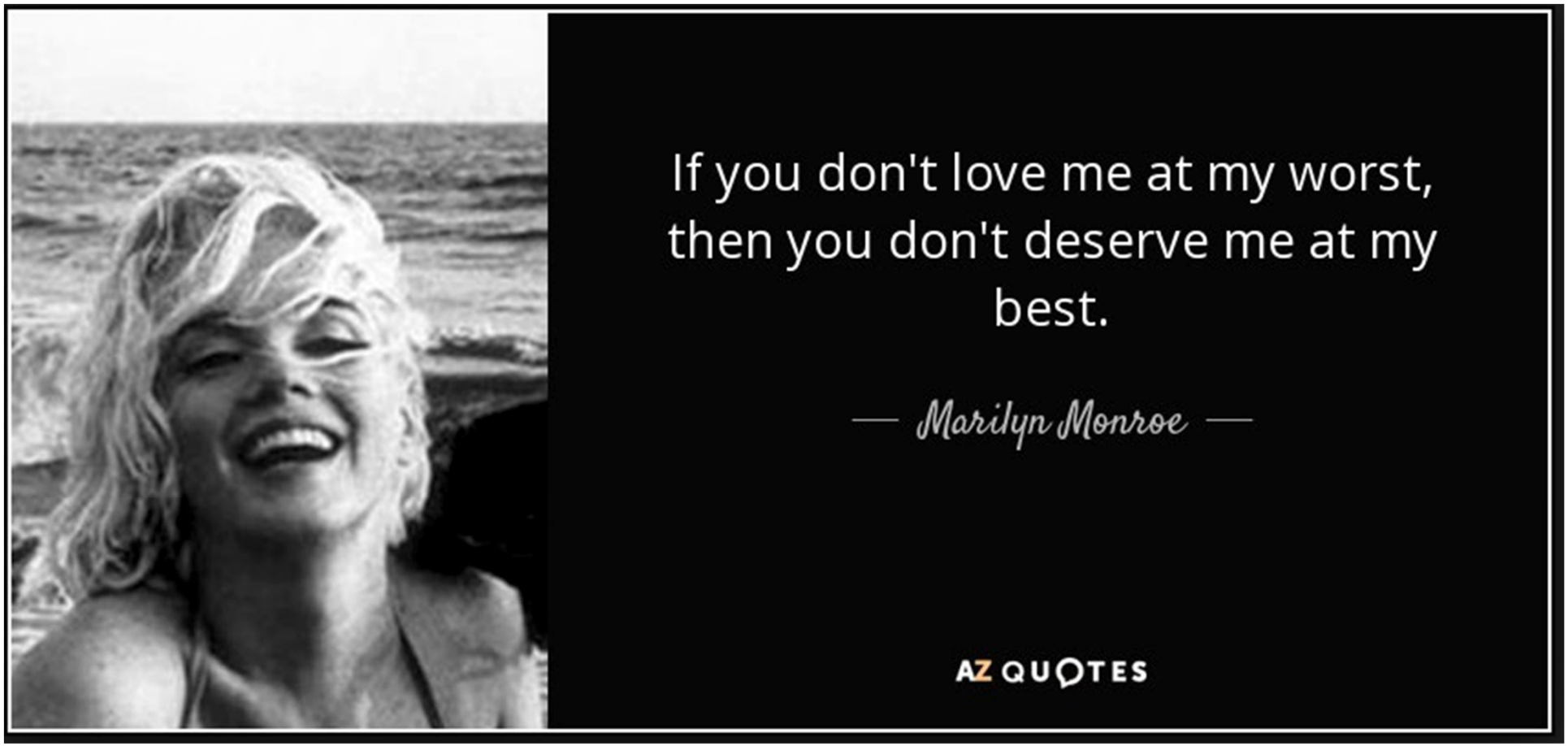
- Consent is part of player agency.
- Agency feels powerful. Feeling powerful is sexy. Feeling wanted is sexy.

Let Love Interest Characters:

- Show their feelings for the player character.
- Express what they want.
- Show restraint until encouraged, then break control from the strength of their passion.
- Respect “no.”

Let Player Characters:

- Give and receive compliments.
- Initiate physical escalation.
- Have any attempt at pursuit see an immediate rewarding response.
- Disagree, challenge and change love interests' minds.


If you don't love me at my worst, then you don't deserve me at my best.
— Marilyn Monroe —
AZ QUOTES

Jennifer
Brandes
Hepler
@JBHepler

Robert
Yang
@radiatoryang

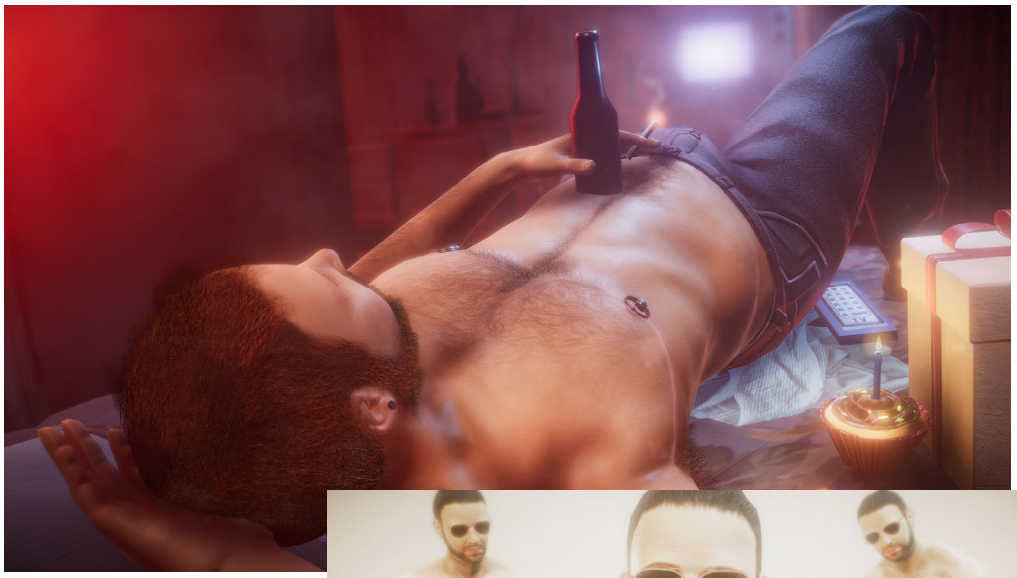
5 Steps for Designing Sex Game Systems

Robert Yang www.debacle.us

Content warning: some sexualized images and non-explicit nudity, discussion of sex acts

My sex games

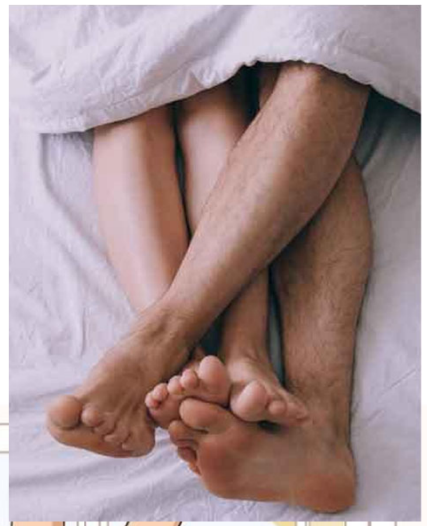
- Radiator 2
  - Hurt Me Plenty
  - Succulent
  - Stick Shift
- Cobra Club
- Rinse and Repeat
- The Tearoom



STEP 1: Foreplay / brainstorm

Start with something **as specific and concrete as possible**

- an erotic situation?
- an intimate image?
- a sexy gesture / act?



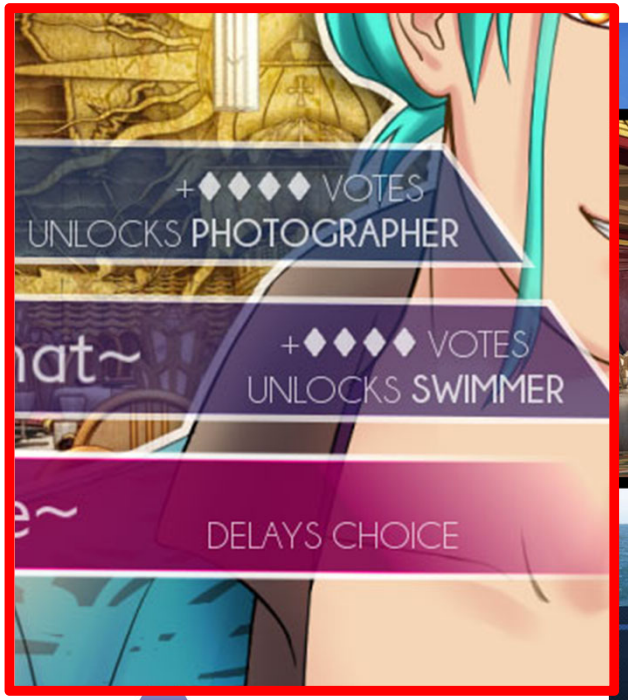
STEP 2: Consent model

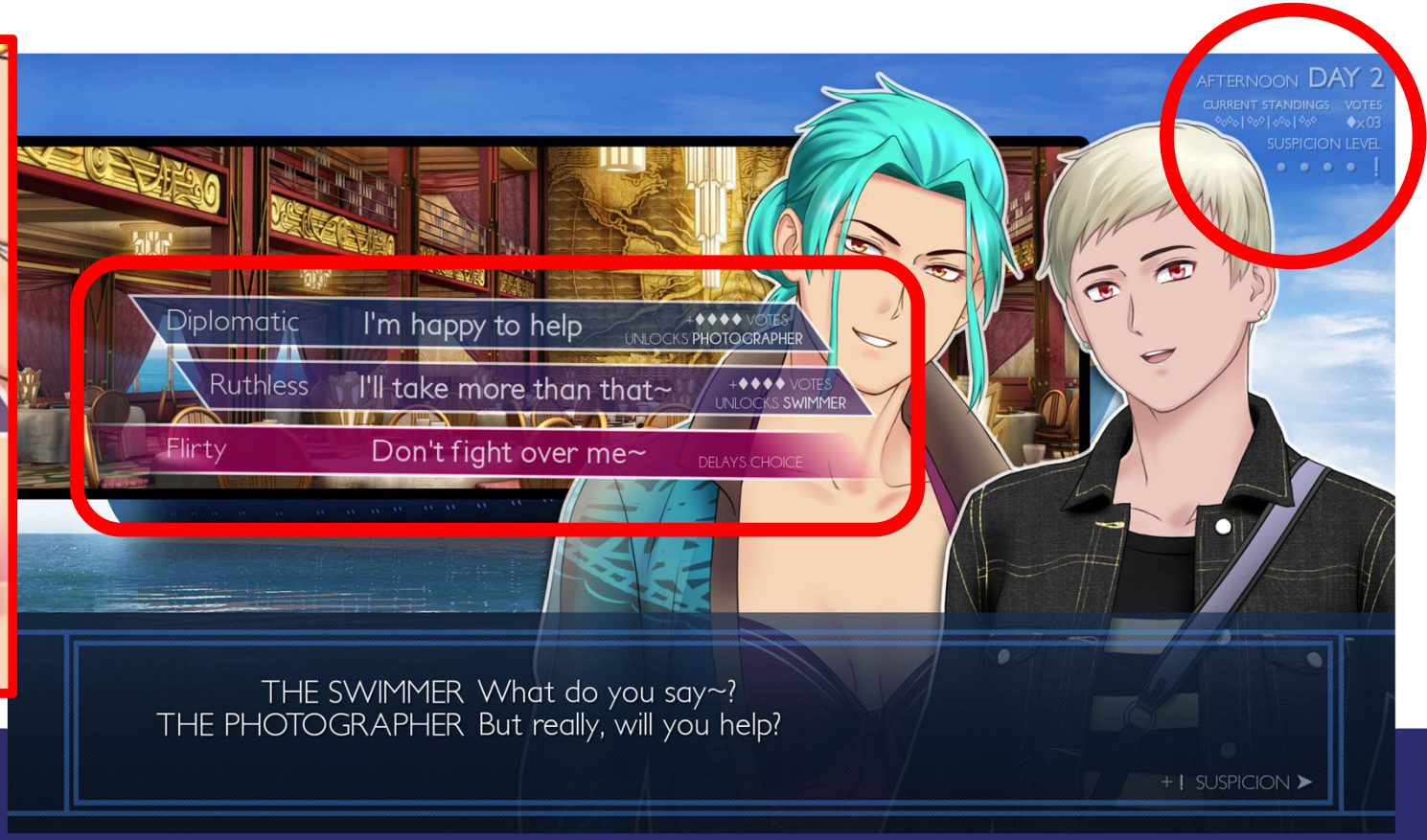
Connect foreplay to a consent model -- depict / simulate setting boundaries!

- narrative scene?
- compatible inputs or choices?
- negotiation system?

Consent example: ***Realistic Kissing Simulator*** (matching compatible inputs)

Consent example: ***Ladykiller In A Bind*** (negotiation system, balance needs / points)





Consent example: ***Texas Hold'em Poker*** (people reading, limited info, fold at any time)

Some game design problems in consent

- how to model revocable continuous consent?
- "enthusiastic consent" ethics and models?
- (negotiation in Civ games is terrible)

STEP 3: Unpack the bodies involved

Consider the identities / politics of
your game characters, and then
link it back to the consent model

But: **nothing about them without them**
(don't thoughtlessly sexualize someone else)
(ffs, talk to people!... and pay them)

Body example: ***Hurt Me Plenty***

(can’t trust YouTubers; I felt I had to use a white masc body)

Body example: ***Tusks***

countering (racist?) Tolkien-era orc stereotypes
-> body-positive intersectional queer orc collectives
-> orcs think; autonomous NPC AI might disagree with you

STEP 4: Let the tension breathe

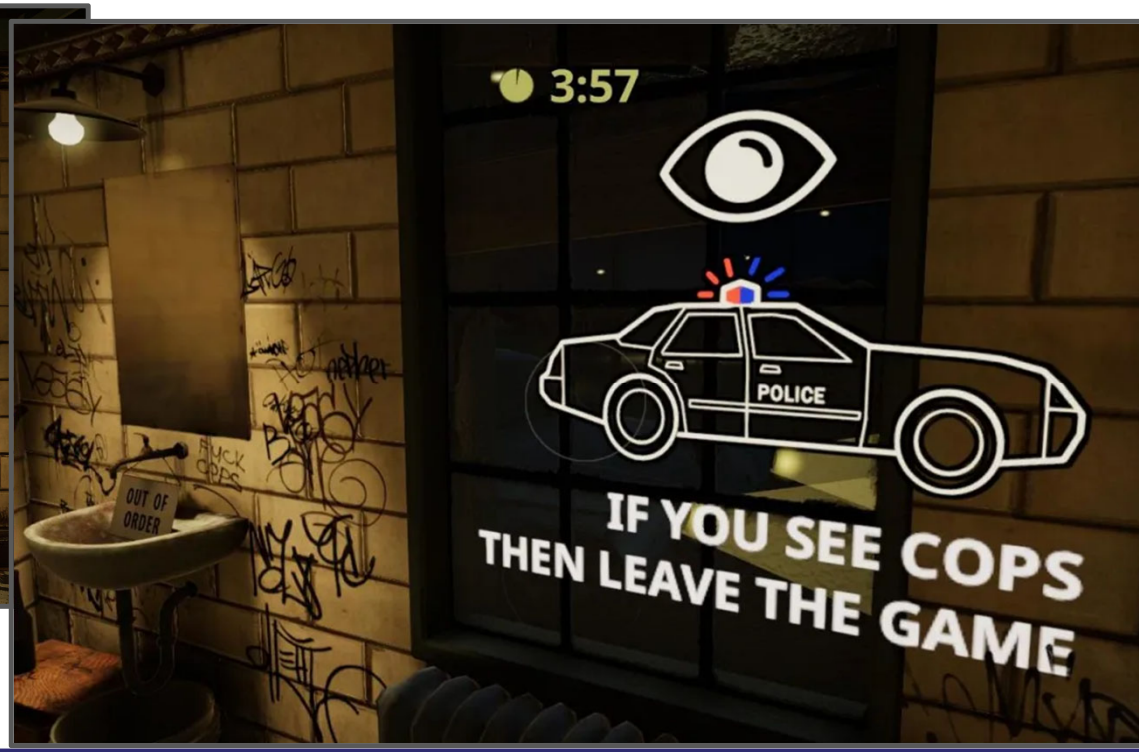
THE TENSION IS YOUR GAMEPLAY
THE TENSION IS YOUR GAMEPLAY
THE TENSION IS YOUR GAMEPLAY

If it gets complicated or difficult to design, then that means you are actually thinking about sex

Tension example: ***NSFWare***

(it’s fun to be confused about “what to do”)

Tension example: ***The Tearoom*** (police sabotage consent)

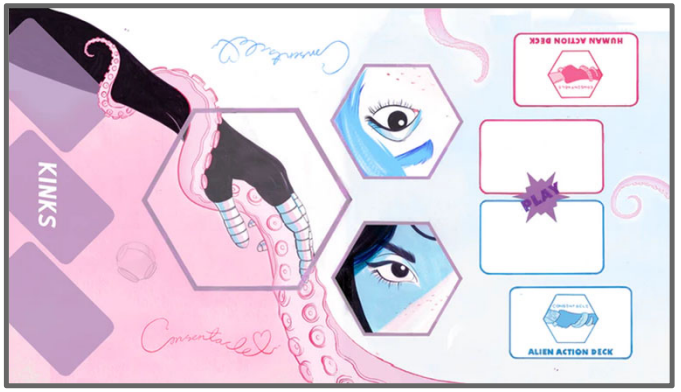


STEP 5: Design some aftercare

Ramp down from all the action
Time for listening / talking / reflection / care

- a cutscene?
- score screen or rating? (very one-way though)
- dialogue choices? survey?
- care actions? healing / cleaning as a system?

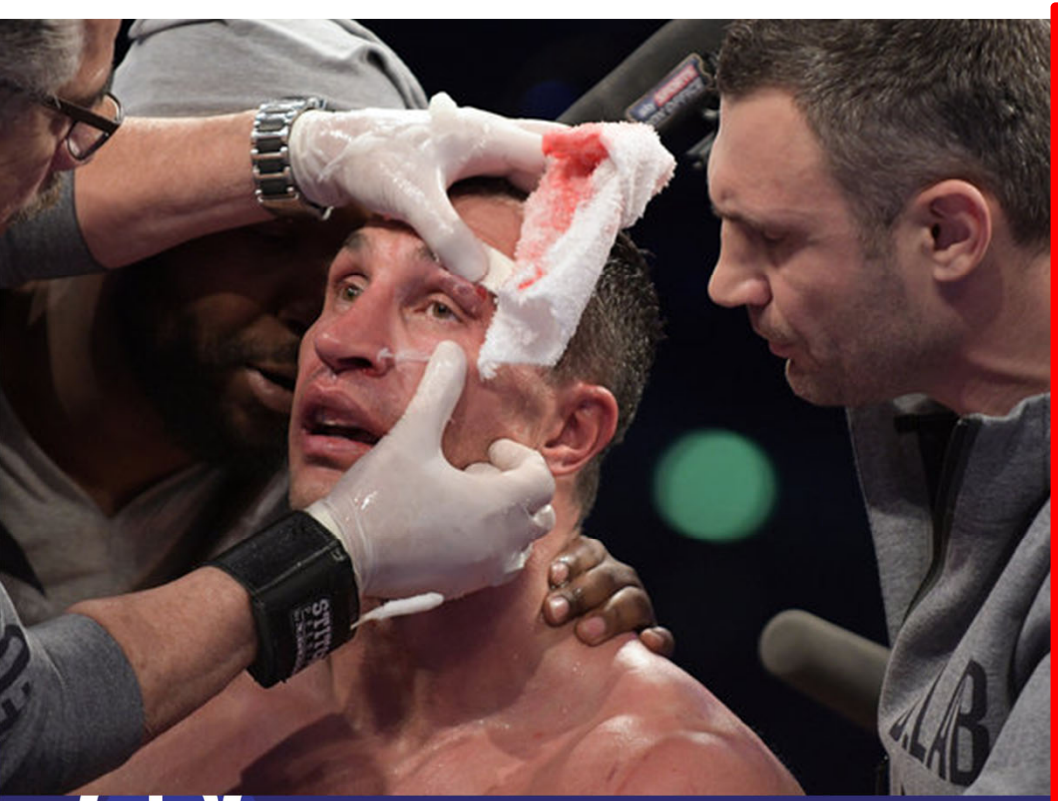
Aftercare example: ***Consentacle***
(players discuss scores at end of the game)



REFLECT UPON YOUR OUTCOME AND DISCUSS

TOTAL SATISFACTION (BOTH PLAYERS)	YOUR ROMANTIC ENCOUNTER...	WHO HAS MORE SATISFACTION?	AMIDST THIS TANGLE OF LIMBS AND TENTACLES, YOU...
0-1	...was just kind of... okay?	+6 or more for them	...seemed to desire only whatever your partner did, and nothing more.
2-4	...managed to be adequate for routine maintenance of intimate needs.	+3-5 for them	...were left aching with desire and unfulfilled, trembling at your partner's satiated smile.

Aftercare example: ***Fight Night Round 2*** (cutman system; healing as tender gameplay)



To review,
FIVE STEPS FOR SEX GAME DESIGN:

1. Start with a concrete gesture / image
2. Derive a consent model
3. Unpack the body politics
4. SEXUAL TENSION IS GAMEPLAY
5. Aftercare Aftercare Aftercare Aftercare

AND REMEMBER: non-sex games have useful mechanics / systems for sex games

tired: making 100h games with like 2 min of sex in it

wired: MAKING GAMES ABOUT SEX, DOING SEX

Thanks! -

@radiatoryang

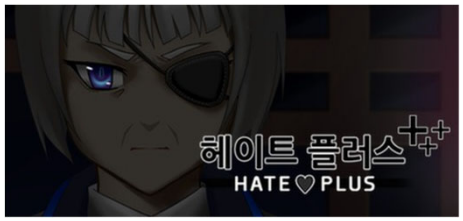
Robert
Yang
@radiatoryang

Christine Love
@christinelove

SEX AND INTIMACY AS GAME MECHANICS

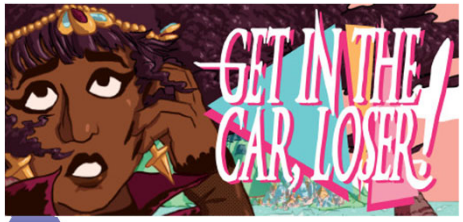
How we put interesting choices within sex scenes in Ladykiller in a Bind

***Analogue: A Hate Story* (2012)**
Super serious exploration into how women survive societal misogyny



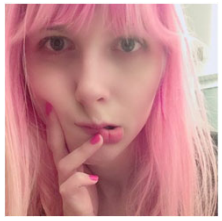
***Hate Plus* (2013)**
Ditto, except as a political thriller

***Ladykiller in a Bind* (2016)**
Crossdressing romantic comedy with lots of "plot"



***Get in the Car, Loser!* (TBR)**
Rowdy lesbian road trip RPG

Love
CONQUERS ALL GAMES



Christine (that's me!)
Writing, programming, design

Isaac
Music
Ladykiller in a Bind

Raide
Art, character concepts
Ladykiller in a Bind

For more detail on this, see my talk in

GDC Microtalks 2017: Playing with Our Hearts

“Telling a story with pacing as your fundamental unit”

It’s in the vault, but here’s what it said, basically:

- ➔let the player anticipate giving input
- ➔different paces have different tones
- ➔make player’s input matter
- ➔set expectations so you can subvert them

GDC
GAME DEVELOPERS CONFERENCE
MARCH 18–22, 2019 | #GDC19

Love Interests, Sex, BDSM, and Mechanics

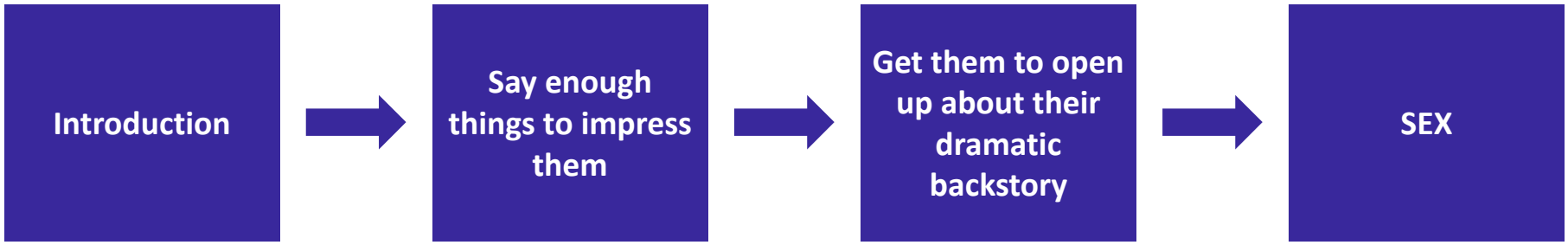
The Beast
has to pretend to be her brother, the Prince

The Beauty
wants to hurt you, but in the hot sense

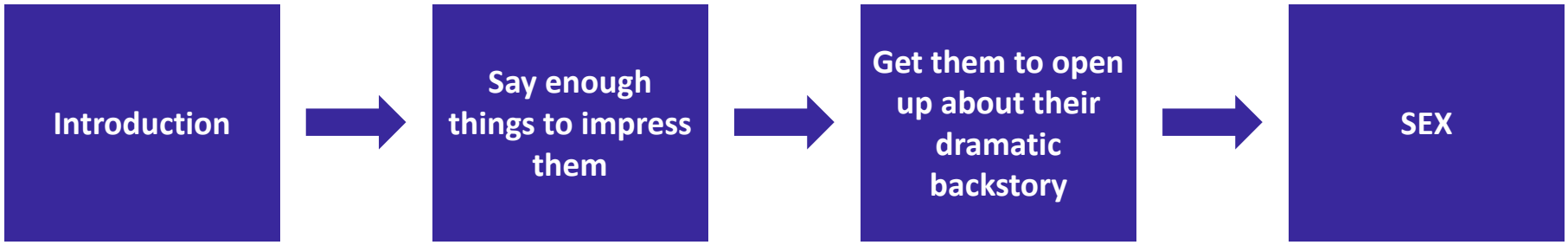
The Stalker
has a huge nervous crush

Everyone else
hates the Prince, in the normal sense

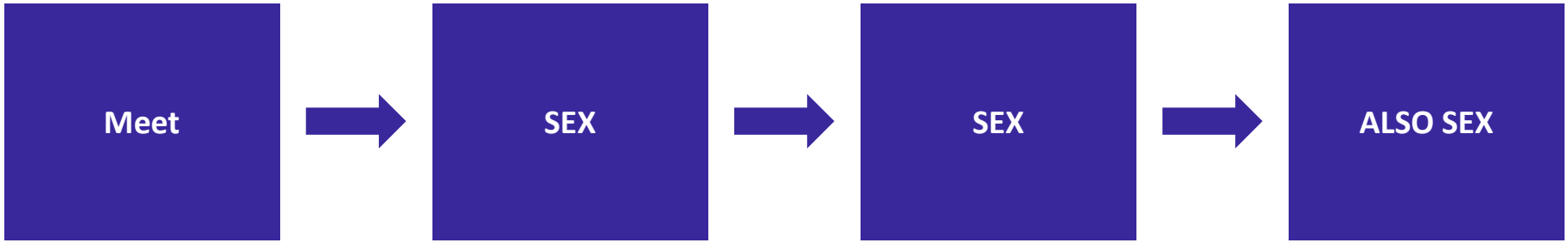
OTHER GAMES:


Introduction
Say enough things to impress them
Get them to open up about their dramatic backstory
SEX

OTHER GAMES:



LADYKILLER:



Conveying character dynamics through tone and theming

Beauty scenes focus on a submissive Beast playing out a kink scene of the Beauty's construction, often involving pain and humiliation

Stalker scenes focus on an assertive Beast taking the lead while the Stalker makes corny jokes and being cute enough to get away with it

Conveying character dynamics through mechanics

The Beauty

— is the only way to remove suspicion points

— makes it possible to pick a lot of aggro choices

— hard to get a high votes ending

The Stalker

— adds 3 votes every night, making it easy to win

— requires you to play much more carefully

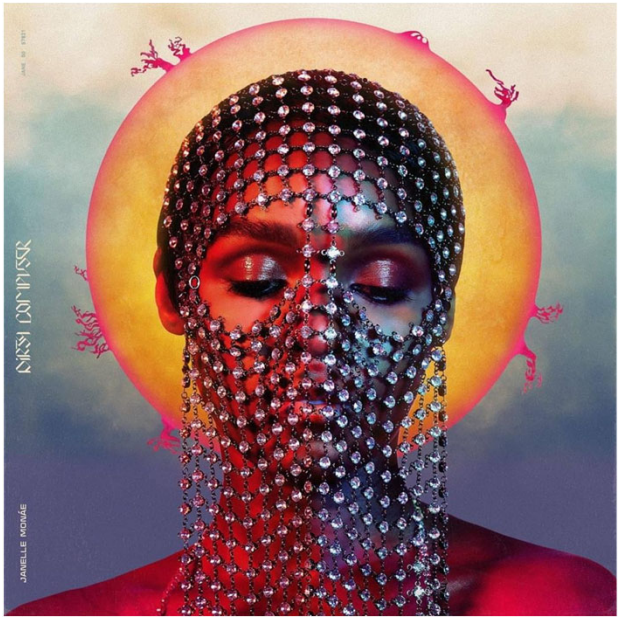
GROUNDWORK: Distinct characterization

WHAT YOU WRITE: Emotions and tension

WHAT THE PLAYER SEES: Hot sex, hopefully?????

If the focus isn't on emotions, then your sex scenes are really just choreography, which is boring as hell and nobody wants to play a multi-hour videogame where the focus is on in-and-out-and-in-and-out-and-in-and-out-and-in-and-out-and-in-and-out-and-in-and-out-and

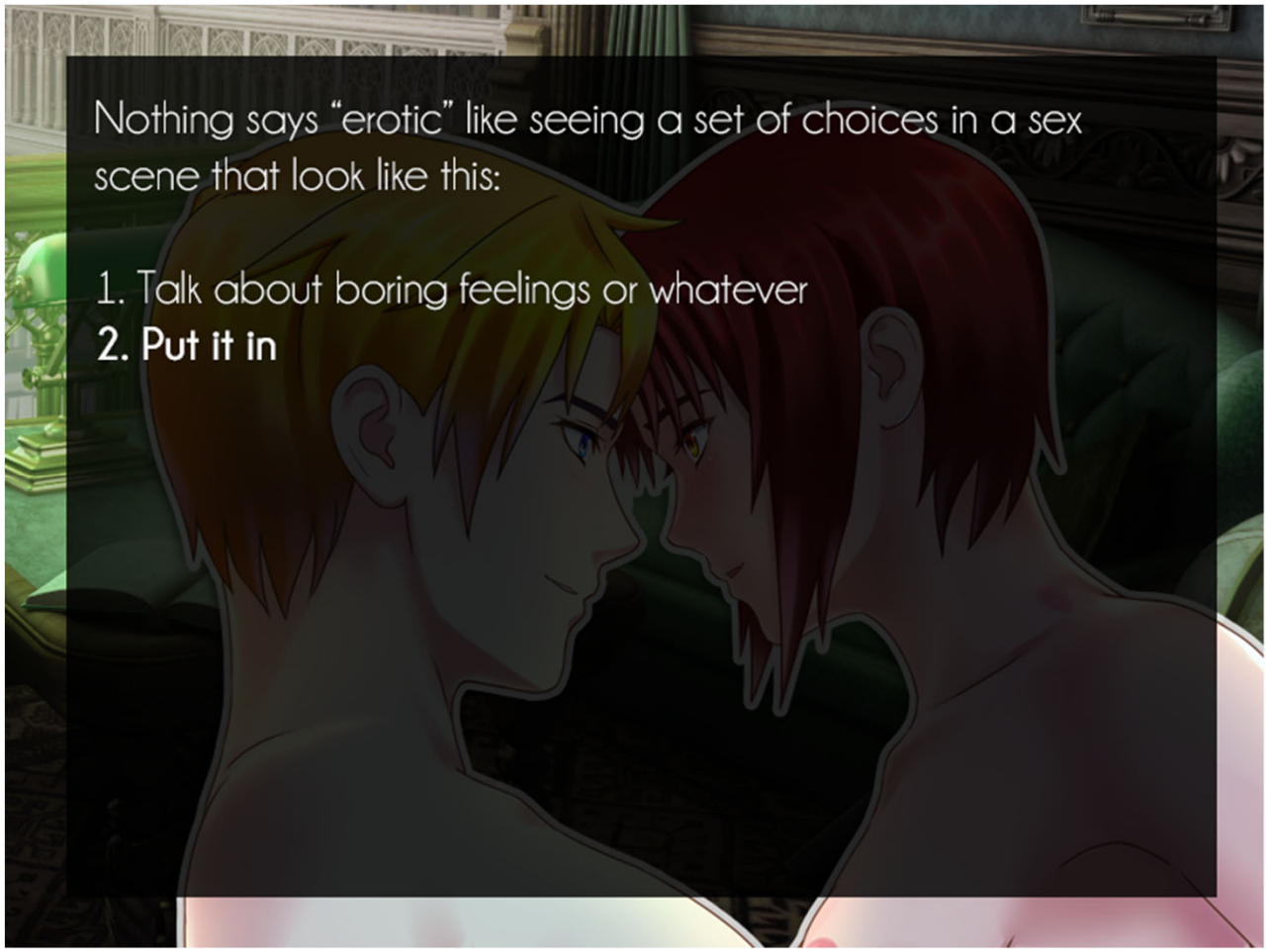
Fading to black is a statement of confidence
that you have expressed the emotional passion
that lead to sex without even *needing* to show the physicality.



“Everything is sex
Except sex, which is power
You know power is just sex
Now ask yourself who's screwing you”
— Janelle Monae, *Screwed*

Eroticism works best when it entices with physical details, but keeps your interest by foregrounding what it means as communication.

Interesting choices are difficult, but important



Eroticism is tension — therefore either enforcing the power dynamic or resisting it can be hot.

That doesn't mean every power dynamic is just topping or bottom, though. Some examples of complications that give lots of room to work with:

- ➔ "I want to impress her!"
- ➔ "She'd be cute if she squirmed"
- ➔ "I want to see that smug look wiped off her face"
- ➔ "I need someone to take of me"
- ➔ "Will she still take me seriously if she sees me naked?"
- ➔ "I want to learn more about her"
- ➔ "If I annoy her more, I bet she'll push me even harder"

Choices are about the kind of reaction the player wants to see

Choices can feature physicality, but only if the player can understand the differences in terms of what *emotional response* they want

When designing choices, create them such that the player can express:

What kind of emotional reaction do they want to see, in the context of that exact moment in the sex scene?

What kind of relationship dynamic do they want to see over the course of the entire game?

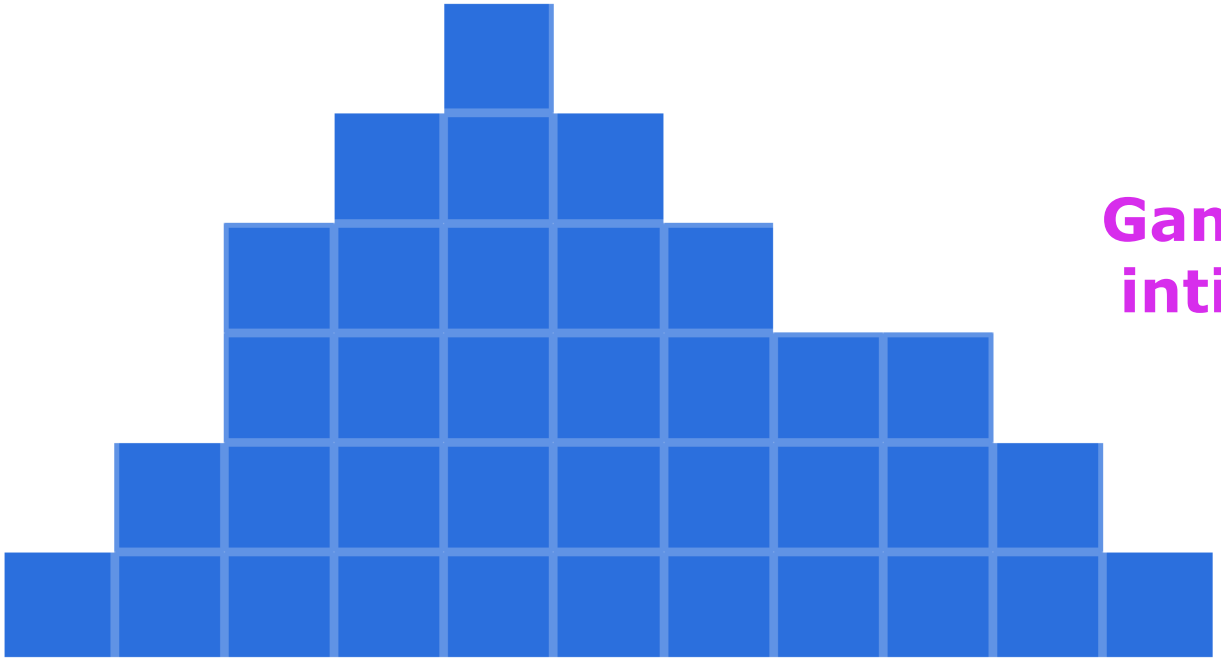
Can they be tempted to do something they wouldn't normally consider doing?

SEX AND INTIMACY AS GAME MECHANICS

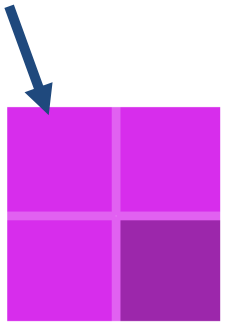
This is all just a lot of words to say make choices that are fun to pick, and that the player will immediately understand why they're fun.

Christine Love
@christinelove

Naomi
Clark
@metasynthie



Games about sex, intimacy, etc (3)



Digital games I've worked on (~36)

Non-digital games I've worked on (4)

Twister
on the Tonight Show with Johnny Carson & Eva Gabor, 1966

Kama Sutra
(Bruno Faidutti, 2017)

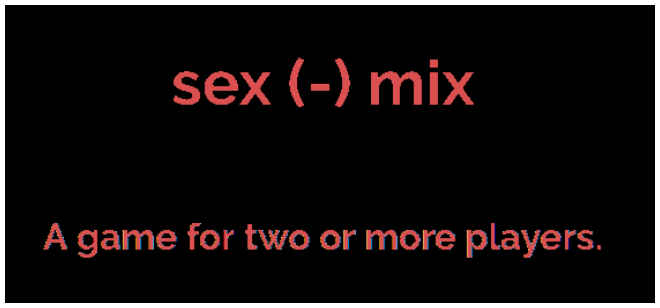
Setup Phase

Prior to play, players take turns adding songs to a list. This could be a playlist, mix CD, mixtape, or similar sequence of songs.

Play Phase

When the game begins, all players must engage[3] in sexual activity[4] with each other.

At the same time, begin playing the playlist, mix CD, or mixtape.



Elimination

A player is eliminated from the game if they, at any time:

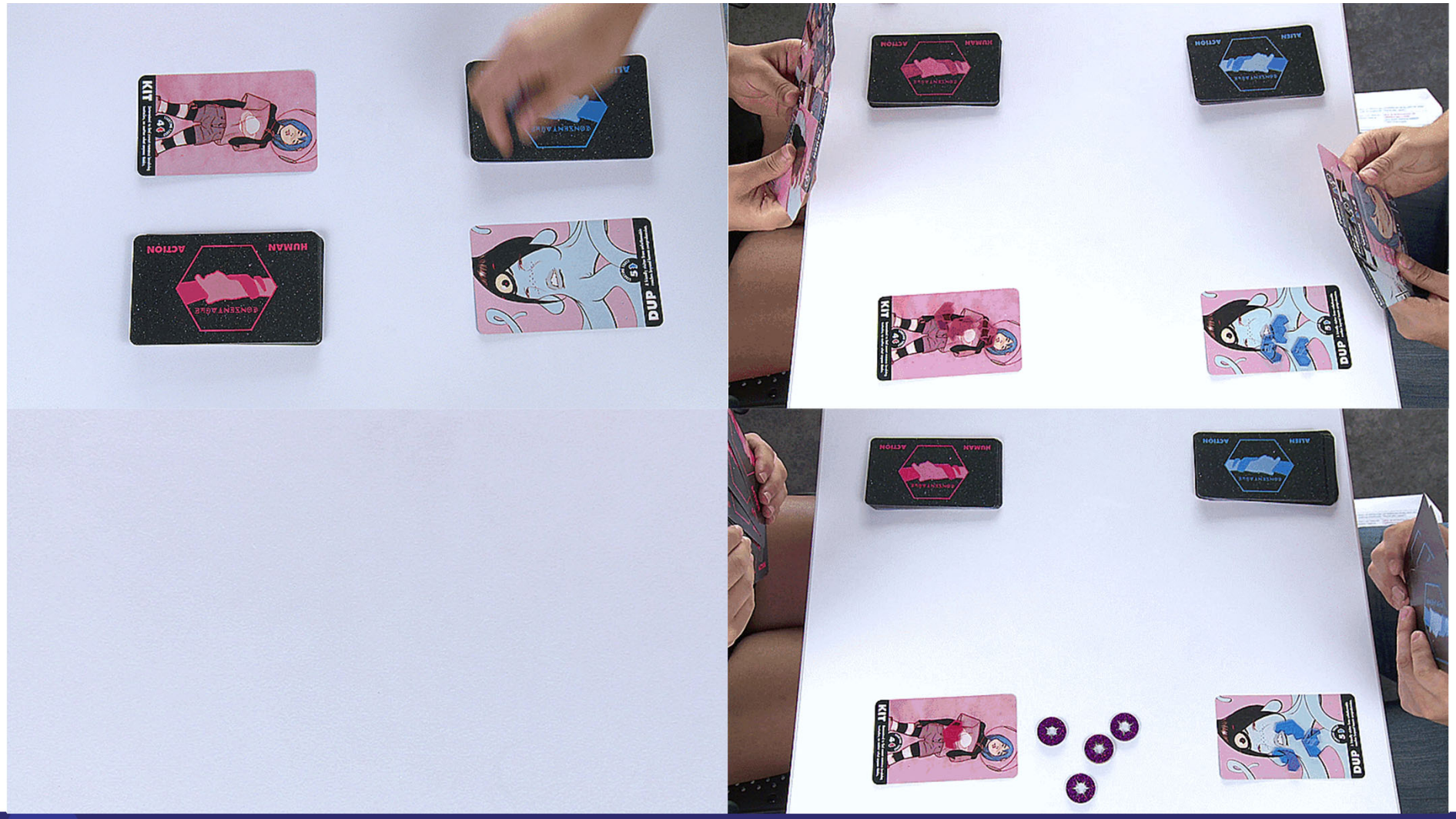
- mention or obviously react to the music that is playing
- start laughing[5]
- make a "grossed out" face[6]
- disengage completely from sexual activity[7]

One of the other players must call the elimination. Calling an elimination does not count as disengagement.[8]

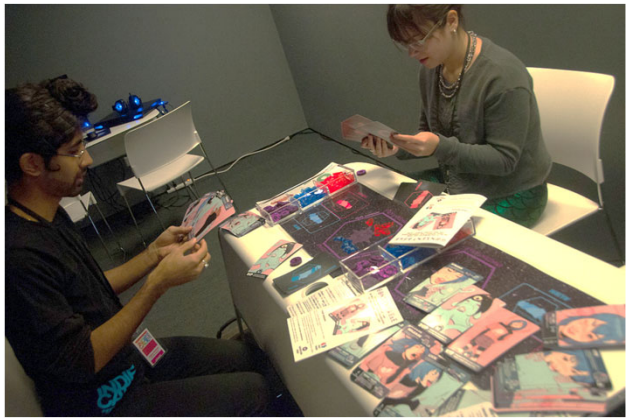
If more than one player remains after the elimination, play continues. Eliminated players are not eligible for victory, but may continue to participate in sexual activity.[9]

Consentacle (2018)

A card game of trust, communication & intimacy (...and sex with aliens)


KIT
DUP
HUMAN
ACTION
ALIEN

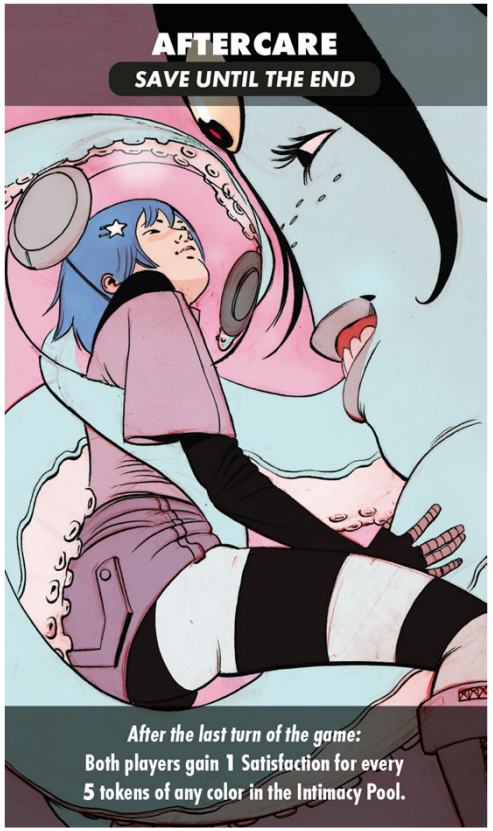
Making a face
to communicate
since they're
playing wordlessly

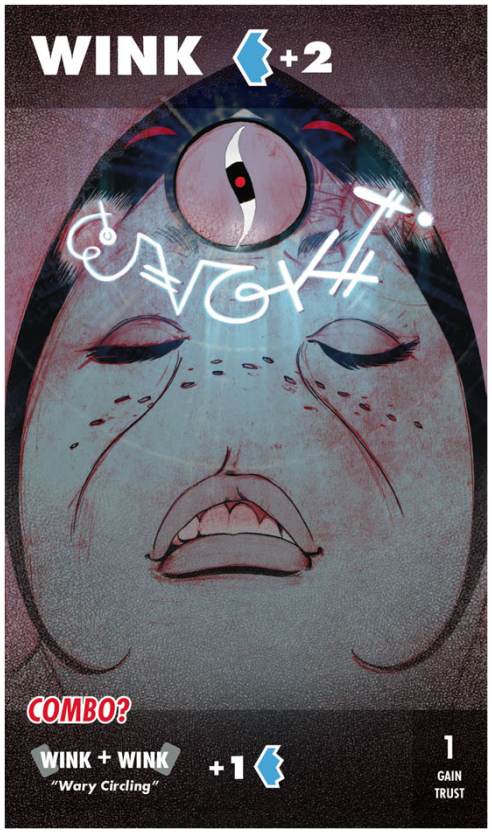


Consentacle Design Goals

- Causes blushing, in a good way
- Comfortable to play in public
- Can be played with friends, strangers, dates, partners
- Rehabilitate tentacle monsters?
- Representation of bodily queerness

I KNOW YOU TOO WELL
UP TO ONCE PER TURN
Once per turn, at any time, you may discard 1 Trust to:
Look at your partner's hand.


AFTERCARE
SAVE UNTIL THE END
After the last turn of the game:
Both players gain 1 Satisfaction for every
5 tokens of any color in the Intimacy Pool.


WINK +2
COMBO?
WINK + WINK
"Wary Circling"
+1
1
GAIN
TRUST

HUMAN PLAYER

5: Repeat & Increase

4: Claim or Divide Purple Tokens (“Satisfaction”)

3: Transform pairs to Purple Token

2: Pool Tokens in the middle

1: Gain Tokens (“Trust”)

HUMAN’S TOKENS

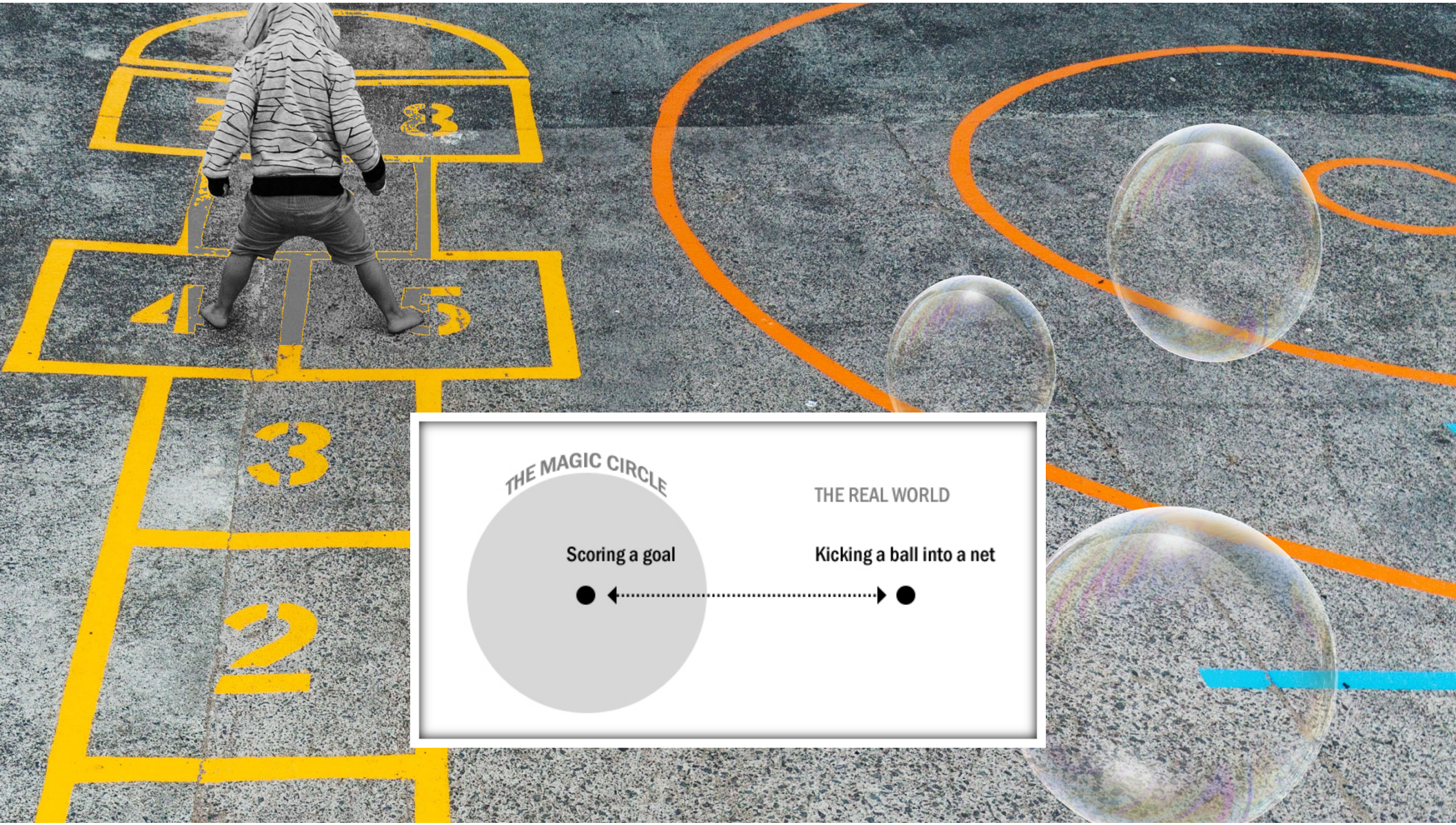
ALIEN’S TOKENS

ALIEN PLAYER

HUMAN’S HAND
(5 cards)

ALIEN’S HAND
(5 cards)

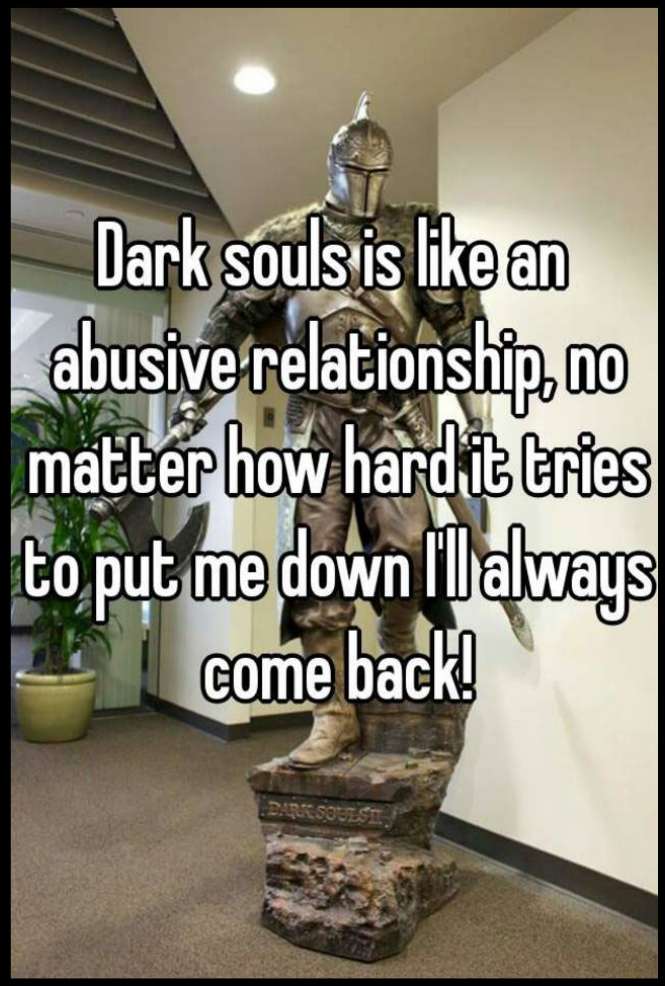
amazon.co.jp
amazon.co.jp
Sorry, cardboard Amazon bot!
Systems can’t make consent.
That’s for humans to do!


THE MAGIC CIRCLE
THE REAL WORLD
Scoring a goal
Kicking a ball into a net

Hey gang, it's game night again!
Nooo why do I always lose?!
You will pay dearly for this indignity.

MASSOCHISM & ME:
My Mutually Abusive Relationship With
DARK SOULS™

LIKE AN ABUSIVE RELATIONSHIP
IT HURTS, BUT I CAN'T SEEM TO QUIT


Dark souls is like an abusive relationship, no matter how hard it tries to put me down I'll always come back!

SETUP • GETTING IN THE MOOD

A. Are you both enthusiastically consenting?
B. Decide who's the Human and who's the Alien
C. Pick a difficulty level to choose how to communicate
D. Choose whether to play with Kink cards
E. Draw your starting hand of five cards
F. Redraw your starting hand if you don't like it

A. OPENING RITUAL • CONSENT IS KEY!

Most games are played with consenting participants... but since Consentacle is a game about intimacy, you should make extra sure you're both into playing! **Ask your partner whether they want to play Consentacle with you!**

[...]

4. **You don't have to do everything.** If you're not into these moves, you may Withdraw Consent for any turn. Instead of following any card instructions, each player may take **1** Trust token of their color.

C. PICK A DIFFICULTY LEVEL • WITH WORDS, BODIES, OR GAZES?

Consentacle can be played at various levels of difficulty that restrict how you and your partner can communicate. Regardless of difficulty, you may always do things like remind your partner to draw a card or help each other count tokens—the difficulty rules restrict you from talking about your cards!

DIFFICULTY 1 • *PRACTICE CONSENT*

Say whatever you want, plan your strategy and discuss your cards! Good for learning the game.

DIFFICULTY 2 • *INNUENDO AGENDA*

You are forbidden from saying the names of your cards... find another way to say it?

DIFFICULTY 3 • *UNIVERSAL TRANSLATOR BREAKDOWN*

You may not speak out loud about what cards you have, your strategy, or what to do next. Instead, communicate non-verbally with your hands, body, and expressions.

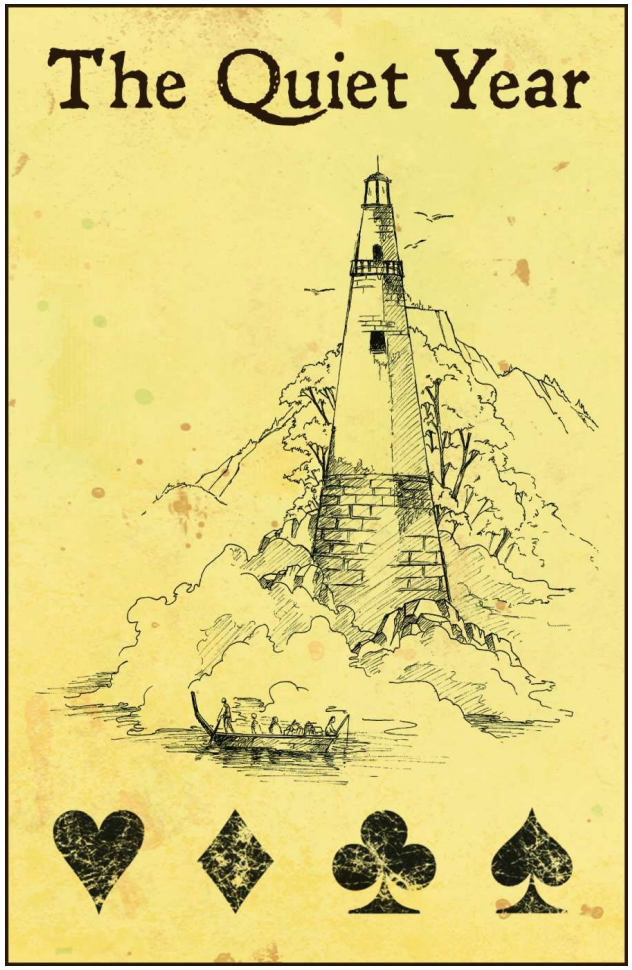
DIFFICULTY 4 • *EYE TO EYE TO EYE*

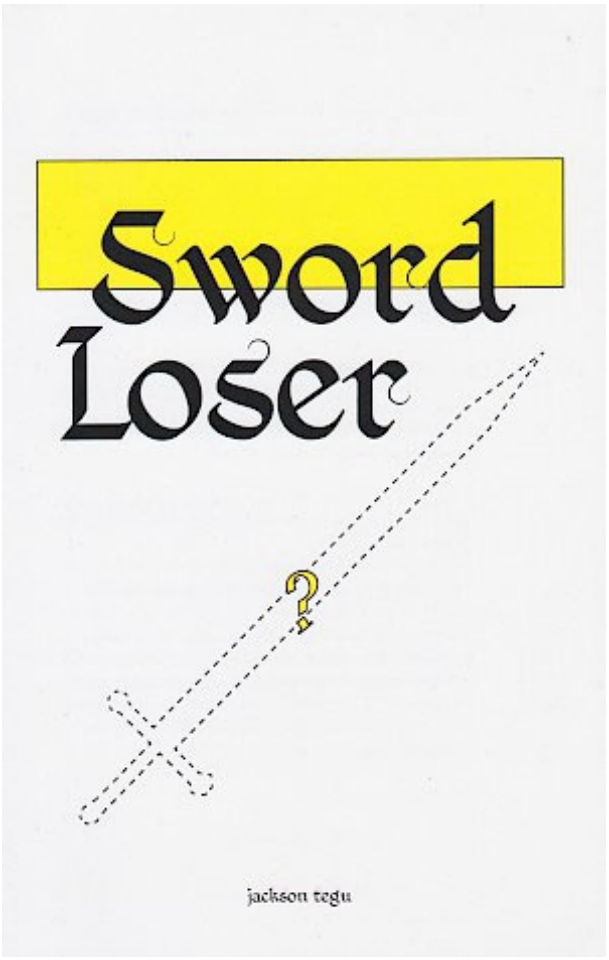
You may not use gestures or facial expressions. Stare your partner in the eye to know their thoughts.

DIFFICULTY 5 • *AGENTS OF CONSENT*

You must wear sunglasses and remain expressionless. Suits and ties recommended.

Shooting the Moon
All is fair in love and war
A Role Playing Game by Emily Care Boss


The Quiet Year


Sword Loser
jackson tegu

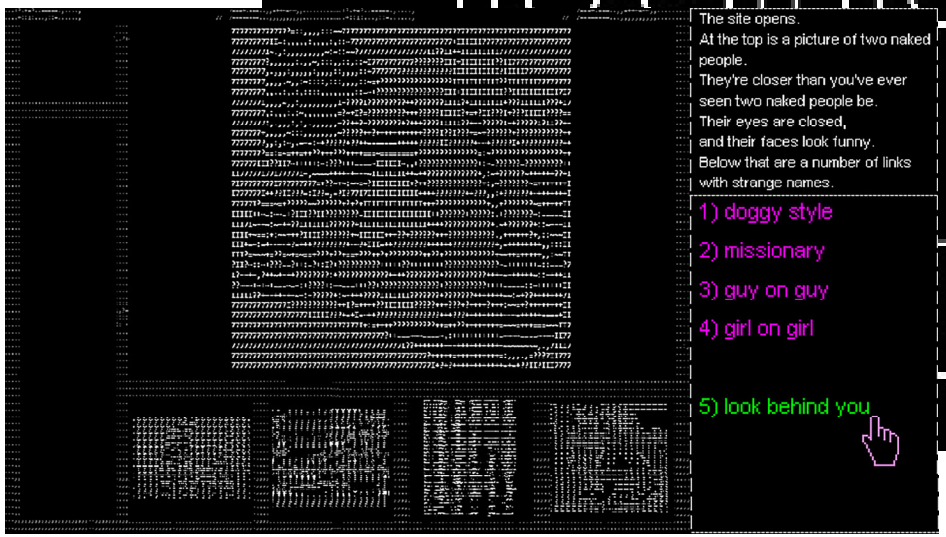
Naomi
Clark
@metasynthie

Joe Cox
@JoeCawks
@SeemPoint

Look Behind You

You Must be 18
or Older to Enter

You Must be 18 or Older to Enter



The site opens.
At the top is a picture of two naked people.
They're closer than you've ever seen two naked people be.
Their eyes are closed,
and their faces look funny.
Below that are a number of links with strange names.
1) doggy style
2) missionary
3) guy on guy
4) girl on girl
5) look behind you
YOUR WIFE DOESN'T LOVE YOU!
1) POV
2) striptease
3) dildo
4) masturbate
5) look behind you

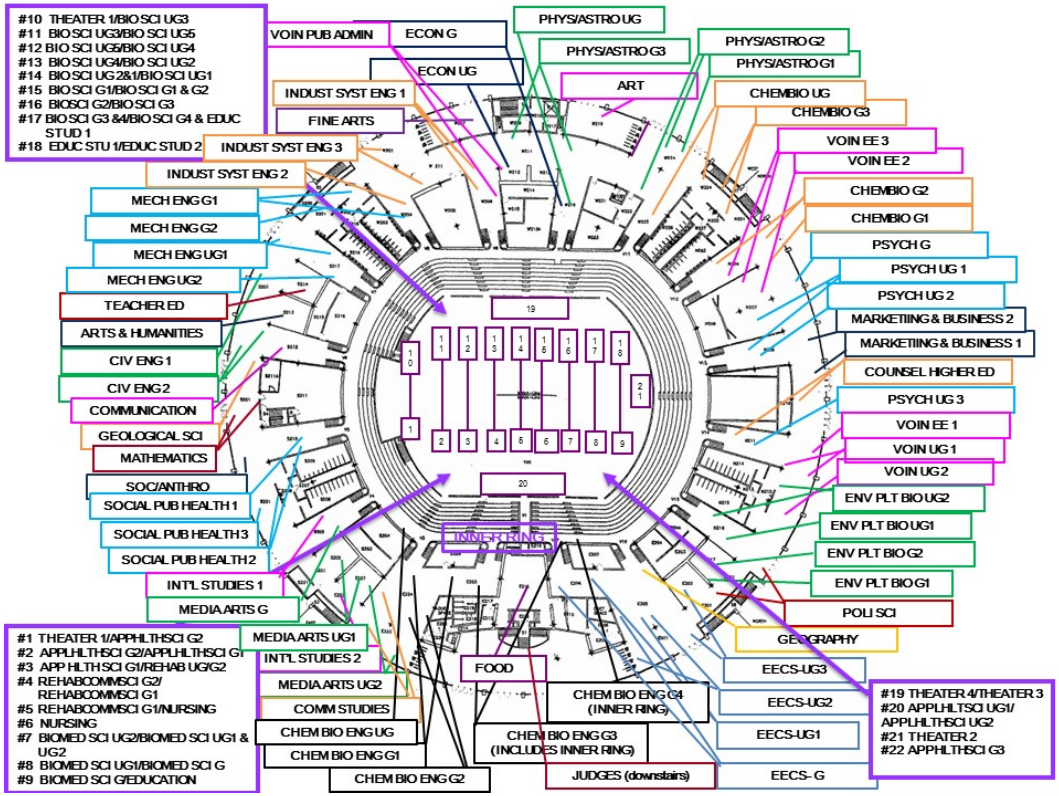
The Student Expo

Expo to spotlight student research and creative work April 6

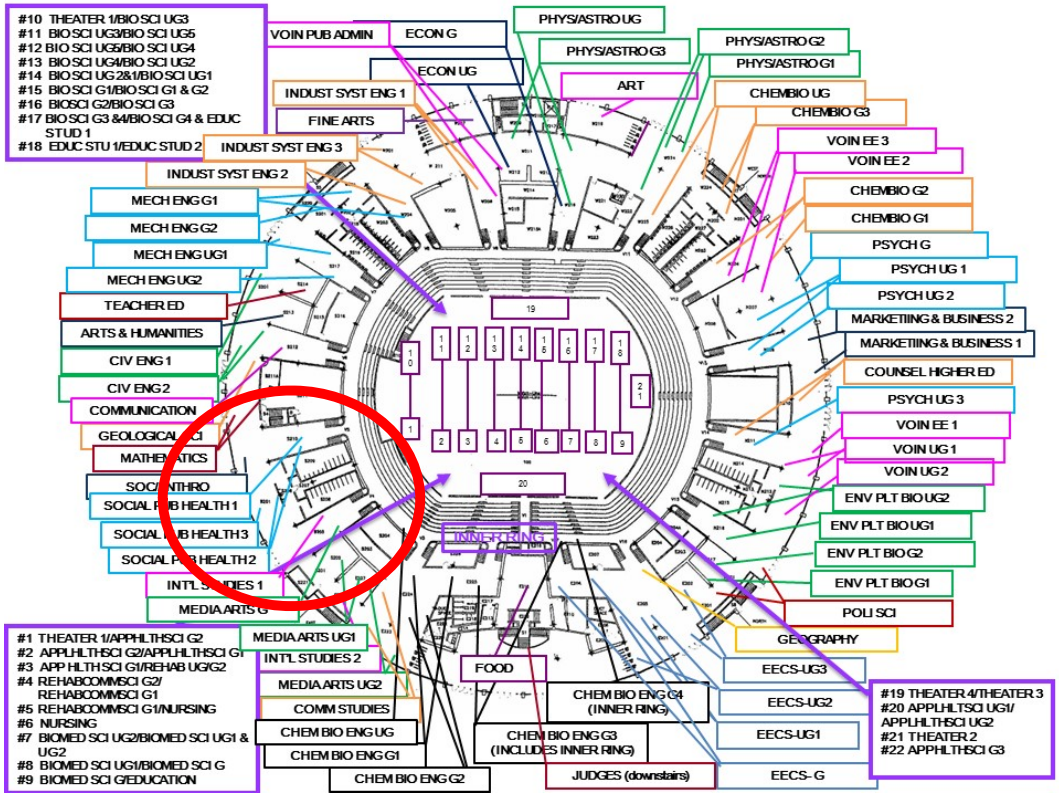
More than 800 students will showcase projects at Convocation Center

On Thursday, April 6, more than 800 students will fill the Convocation Center with presentations and exhibits of their original research, scholarship and creative work.

The Student Expo



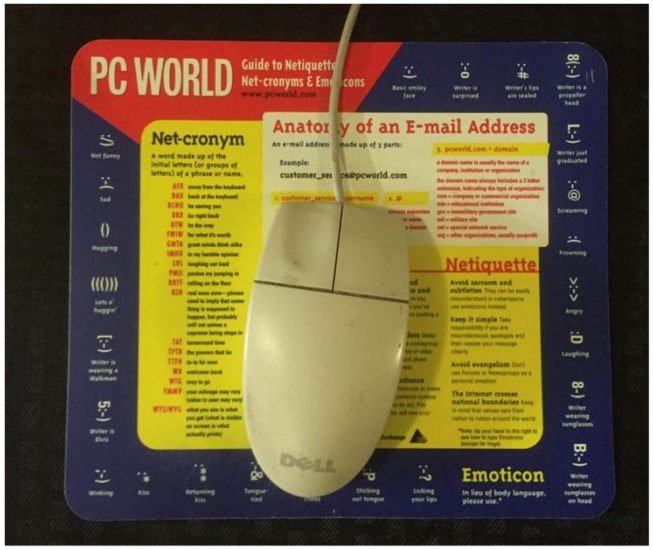
The Student Expo



ADULT GAMES
MOE: OH, YEAH!
THAT'S THE STUFF!

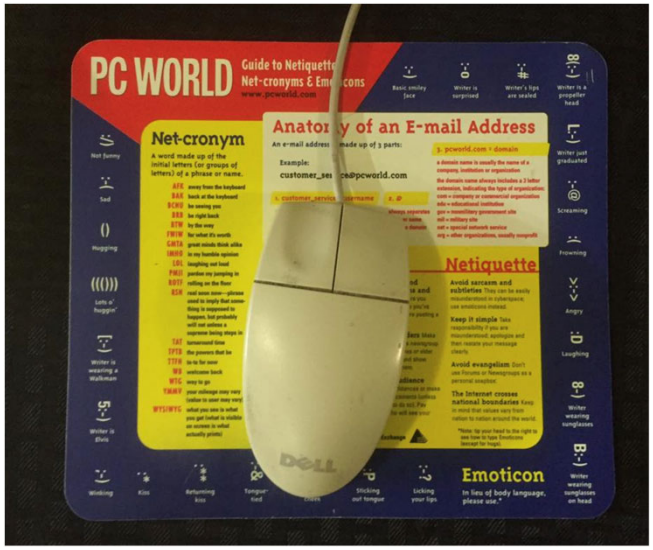
Turning Constraint into Opportunity

- Opportunity in Disguise



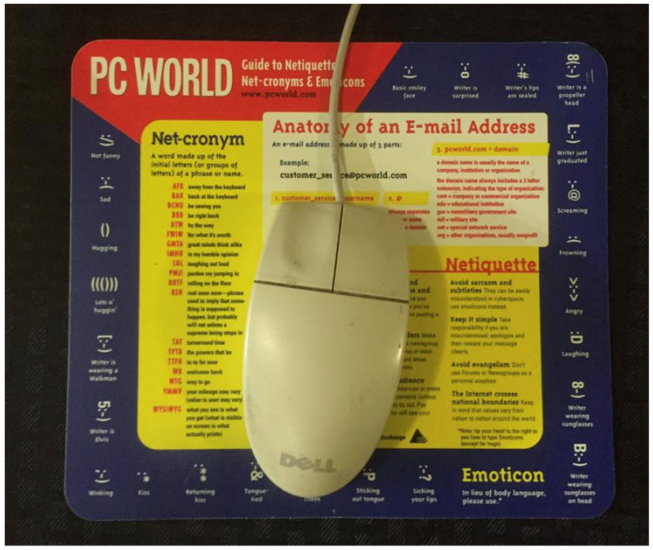
Turning Constraint into Opportunity

- Opportunity in Disguise
- Authorship of Space



Turning Constraint into Opportunity

- Opportunity in Disguise
- Authorship of Space
- Application of Deeper Interests



The Roadshow Must Go On

- Student Expo Outcome

The Roadshow Must Go On

- Student Expo Outcome
- Mixed Messages
  - Interested but Declined
  - Programmed but Isolated
  - Embraced on all Levels

The Roadshow Must Go On

- Student Expo Outcome
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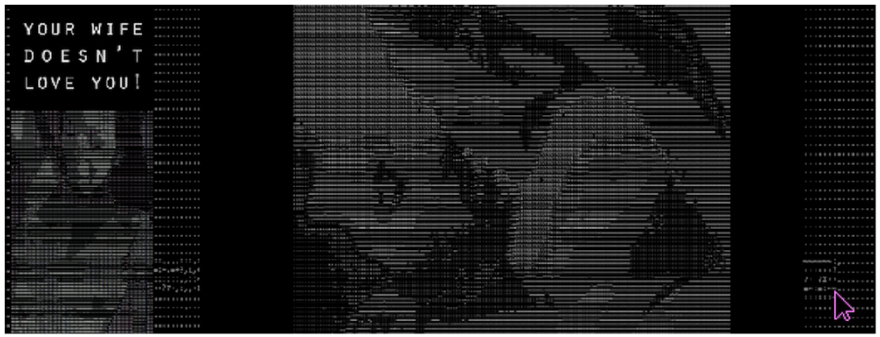
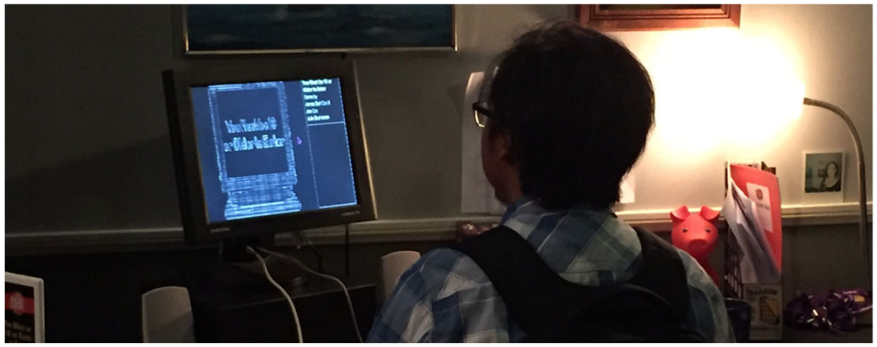
  - Programmed but Isolated
  - Embraced on all Levels
- Low Lows

The Roadshow Must Go On

- Student Expo Outcome
- Mixed Messages
  - Interested but Declined
  - Programmed but Isolated
  - Embraced on all Levels
- Low Lows
- Extreme Highs

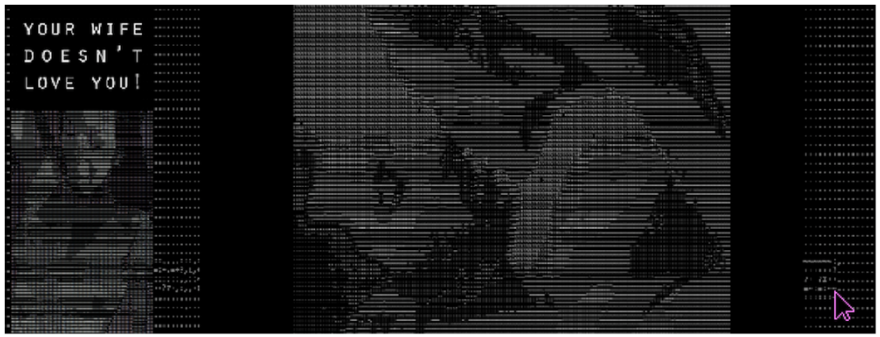
Being Physical

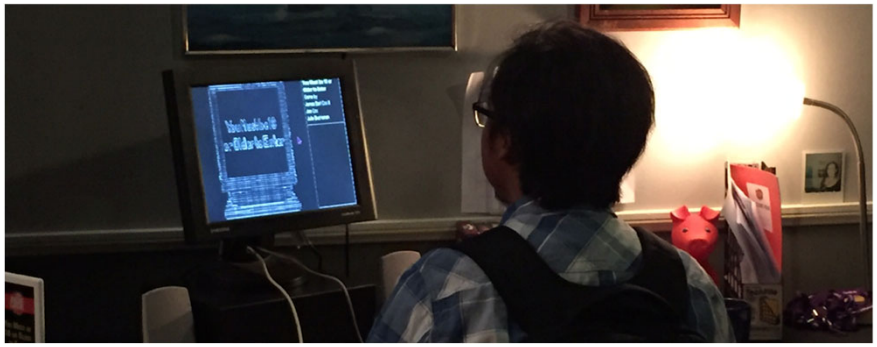




- Physicality became a major attraction
- Integrated the game into its space
- Going physical opened doors

Being Physical





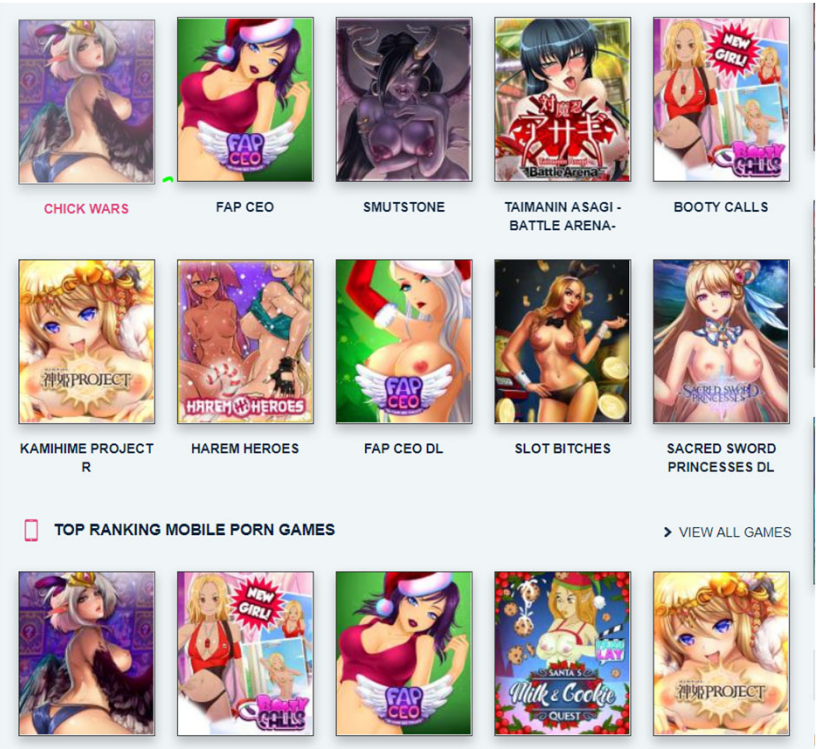
- Physicality became a major attraction
- Integrated the game into its space
- Going physical opened doors

Joe Cox
@JoeCawks
@SeemPoint

Kim Allom
@allominati
@blushboxCLTV
www.blushboxgames.com

CW: nudity, sexual references

Close your eyes



Source: https://www.nutaku.net/home/ (both images)

An opportunity worth exploring

Image source: https://www.buzzfeed.com/jarrylee/most-awkward-sex-confessions-of-2015

Source: www.instagram.com/wildflowersex

Obstacles / Opportunities

Source (L to R): https://www.youtube.com/watch?v=gt_IoIWE8Q0, https://thefreedomstory.org/whats-so-controversial-about-sesta

You can’t silence sex

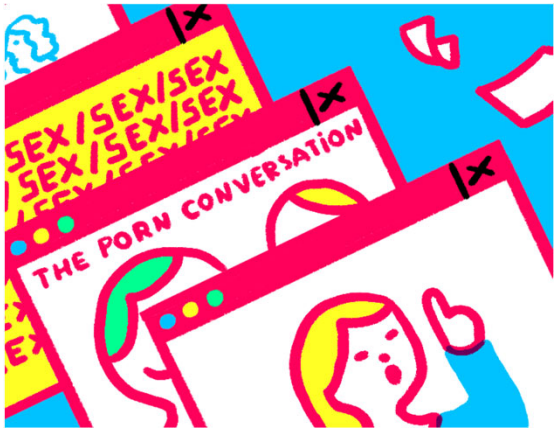


Image source (L-R): https://www.talkspace.com/blog/one-year-after-metoo-movement/, https://www.dameproducts.com/, https://erikalust.com/porn-conversation-educating-kids-porn/

Normalise and humanise sex

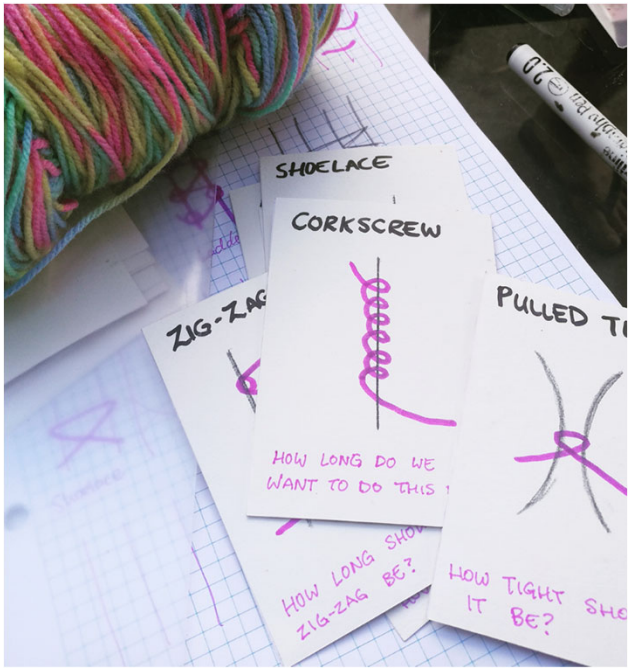
Unique game industry opportunity

BLUSH
Box
Blush
Box

Put underrepresented people in the core team

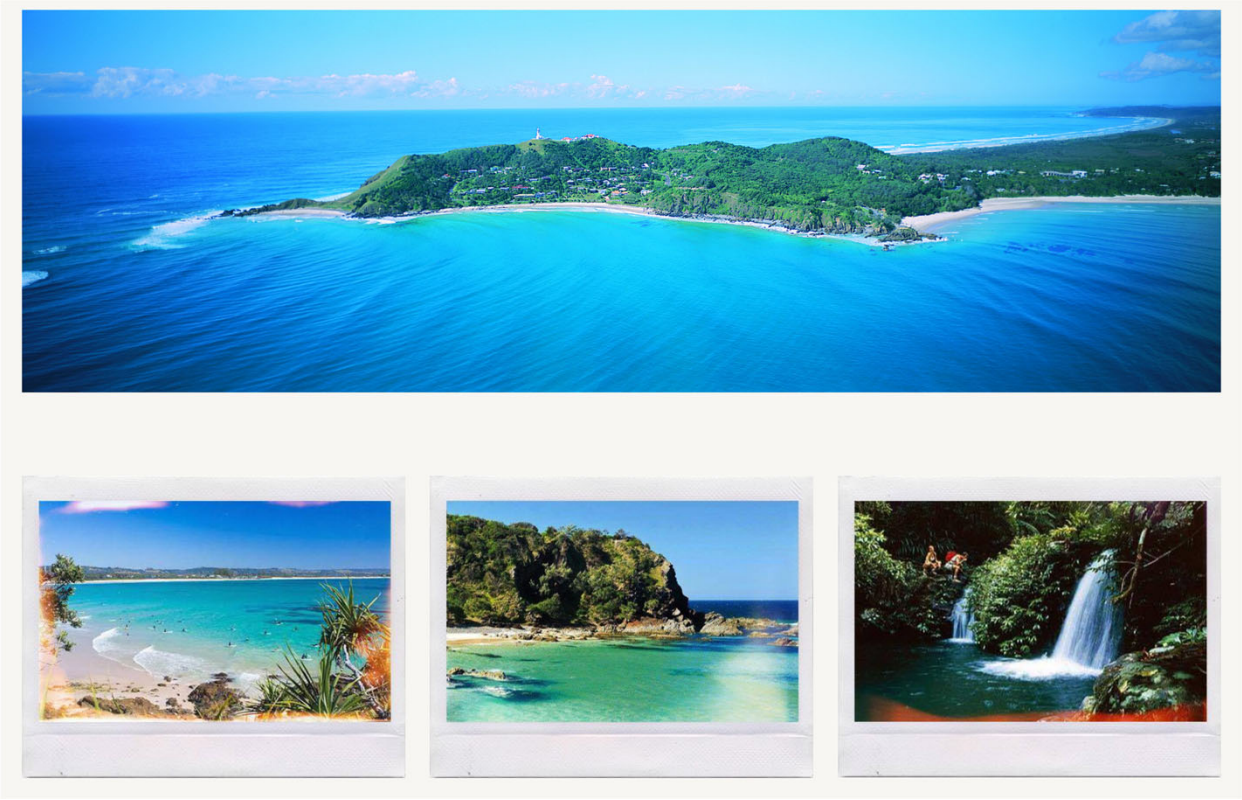
Blushbox presents...

Building a community on what you love and why



Community gives you strength

Find somewhere inspiring



Create structure or find somewhere with structure

THREE DAYS DURING THE AUSTRALIAN SUMMER, WHERE LOVE, SEX, AND RELATIONSHIPS WERE EXPLORED IN AN INCLUSIVE SPACE.

11 SPEAKERS

6 WORKSHOPS

48 HOURS TO MAKE A GAME.

LUCIE BEE

TALKING ABOUT HER SEX WORK ACTIVISM AND INSIGHTS INTO SEXY GAMES

JOSH BRENDANSON

A PSYCHOLOGIST TALKING ABOUT CONNECTING TO OURSELVES AND LOVED ONES

ELIE ABRAHAM FT. KATIE STEGS

LEADING PARTICIPANTS ON A JOURNEY BETWEEN COMEDY AND PERFORMANCE AND HOW VIDEO GAMES CONNECT US ALL.

Provide safety and respect

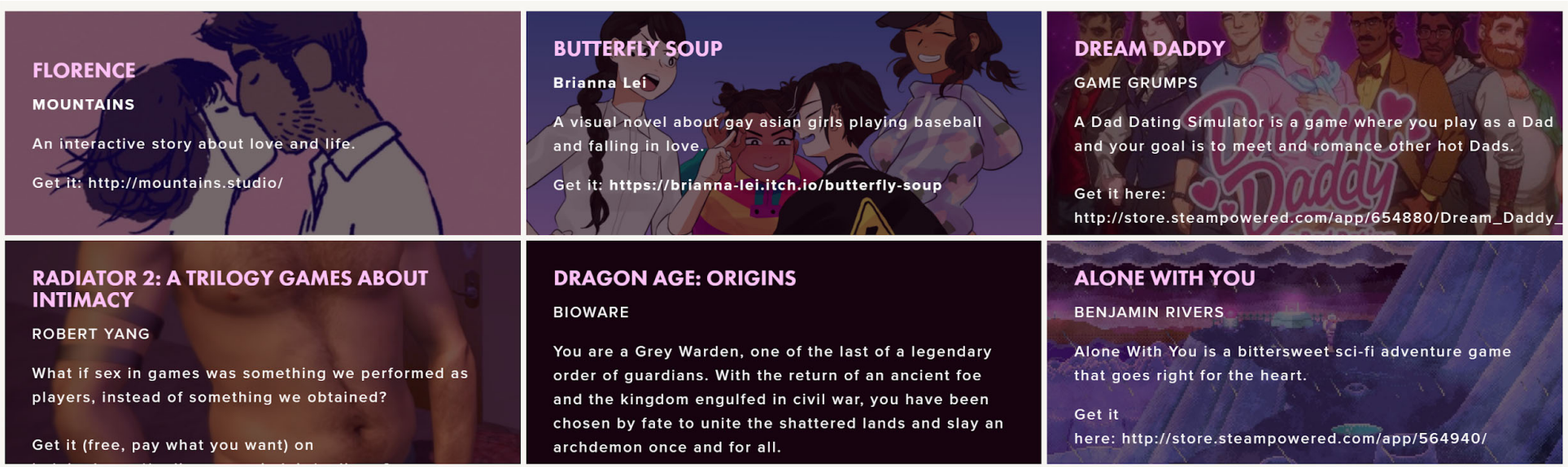
EVERYONE IS WELCOME UNLESS YOU'RE AN ASS.

Heartbeat is an inclusive event. We welcome people of all races, genders, religious denominations etc.

We will not tolerate any kind of racist, sexist, transphobic, homophobic or otherwise personally derogatory behavior.

If you have any trouble at our events, feel free to find any one of the heartbeat organisers and talk to them about your issue.

Share content and resources where possible



Source: http://www.blushboxgames.com/luvconnect

Normalise and humanise sex and intimacy

Values: what you love and why

Find somewhere inspiring

Provide structure

Safety and respect

Share content / resources

Stop trying to navigate systems of power and start building your own power.

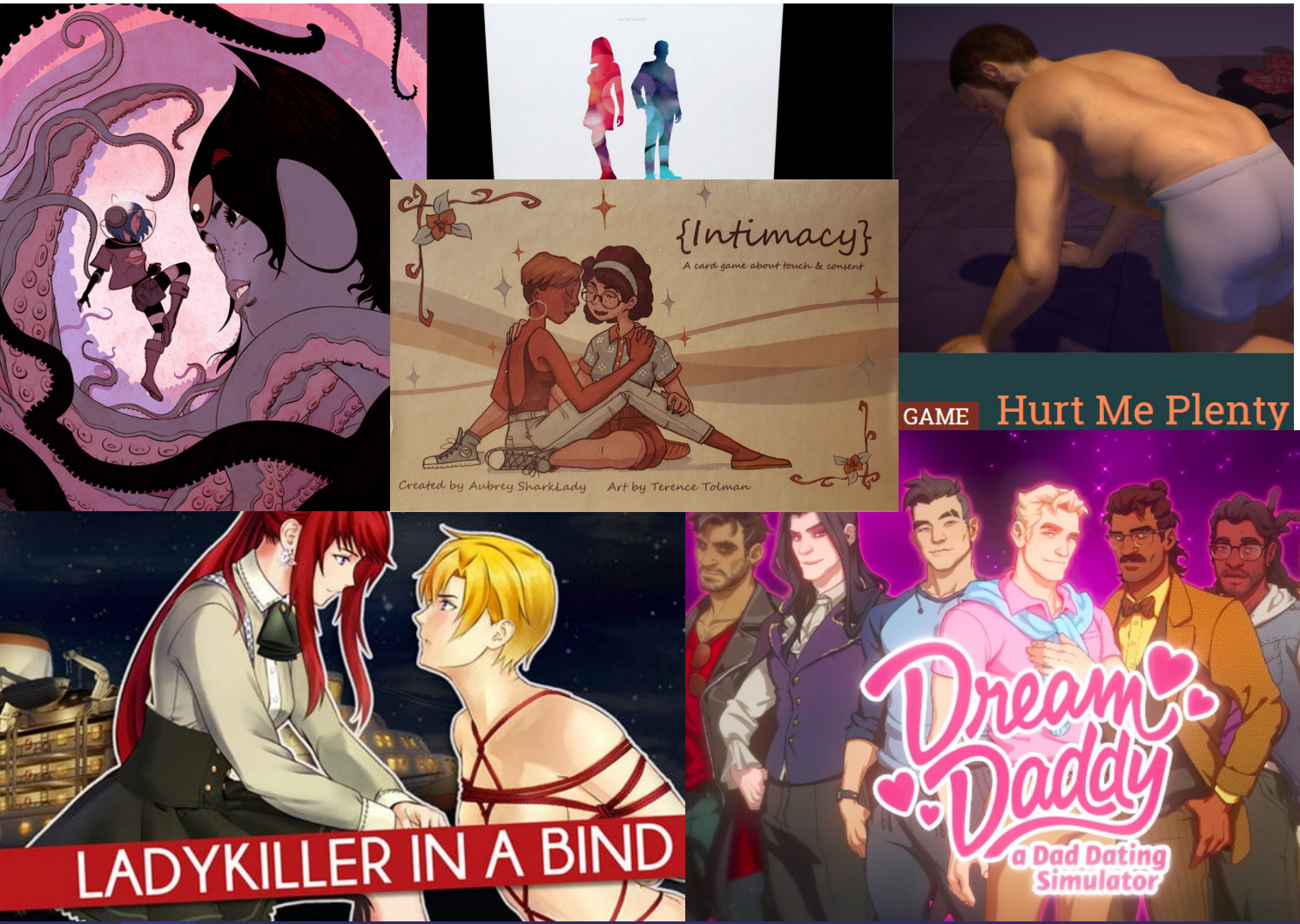
Alexandria Ocasio-Cortez, SXSW 2019

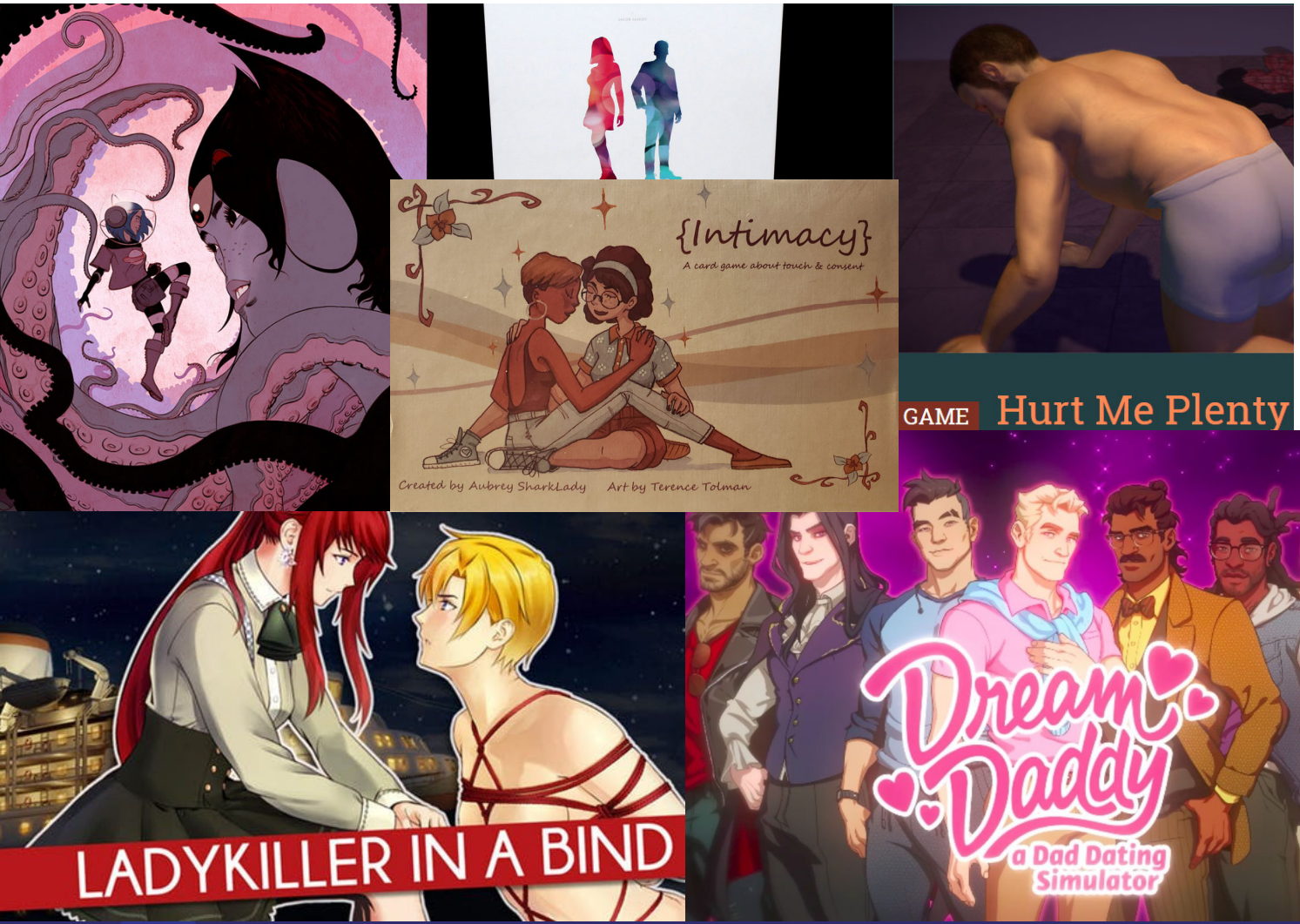
Kim Allom
@allominati
@blushboxCLTV
www.blushboxgames.com

CW: nudity, sexual references

You ever wonder why we're here?

HNNNG
We may be a social species, but interacting with other humans can be confusing.
Oh Joy Sex Toy
So today we're
love & sex stuff
ROOSTER TEETH
season
NETFLIX
EDUCATION
NETFLIX
BIG MOUTH
So The Rock of Gibraltar, it's about sex
Jason told me about sexy things.
The Good Place
Michael Schur, NBC


{Intimacy}
A card game about touch & consent
Created by Aubrey SharkLady Art by Terence Tolman
GAME Hurt Me Plenty
Star Crossed
LADYKILLER IN A BIND
Dream Daddy
a Dad Dating Simulator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Star Crossed
LADYKILLER IN A BIND
Dream Daddy
a Dad Dating Simulator

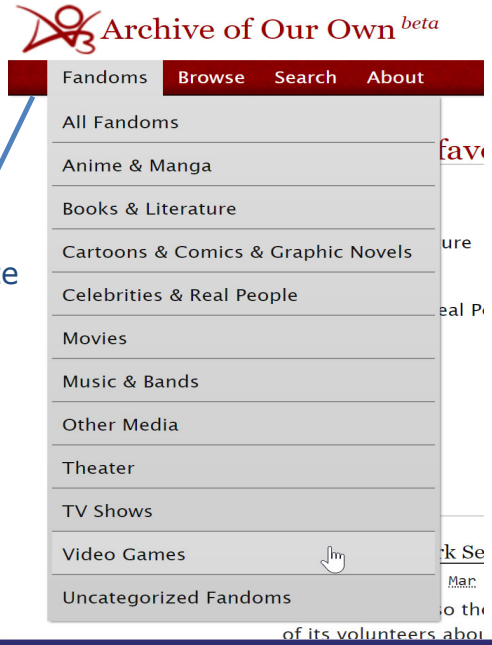
"Games are wired to produce pleasure"

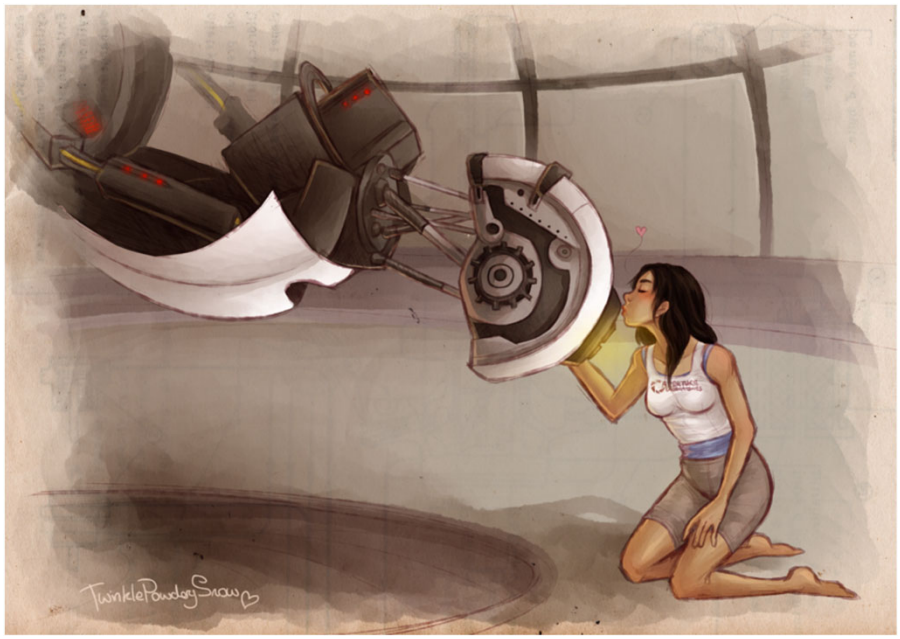
-Gabe Zicherman

Hammond x Winston (Overwatch)
by zenzizenzizenzic, furaffinity

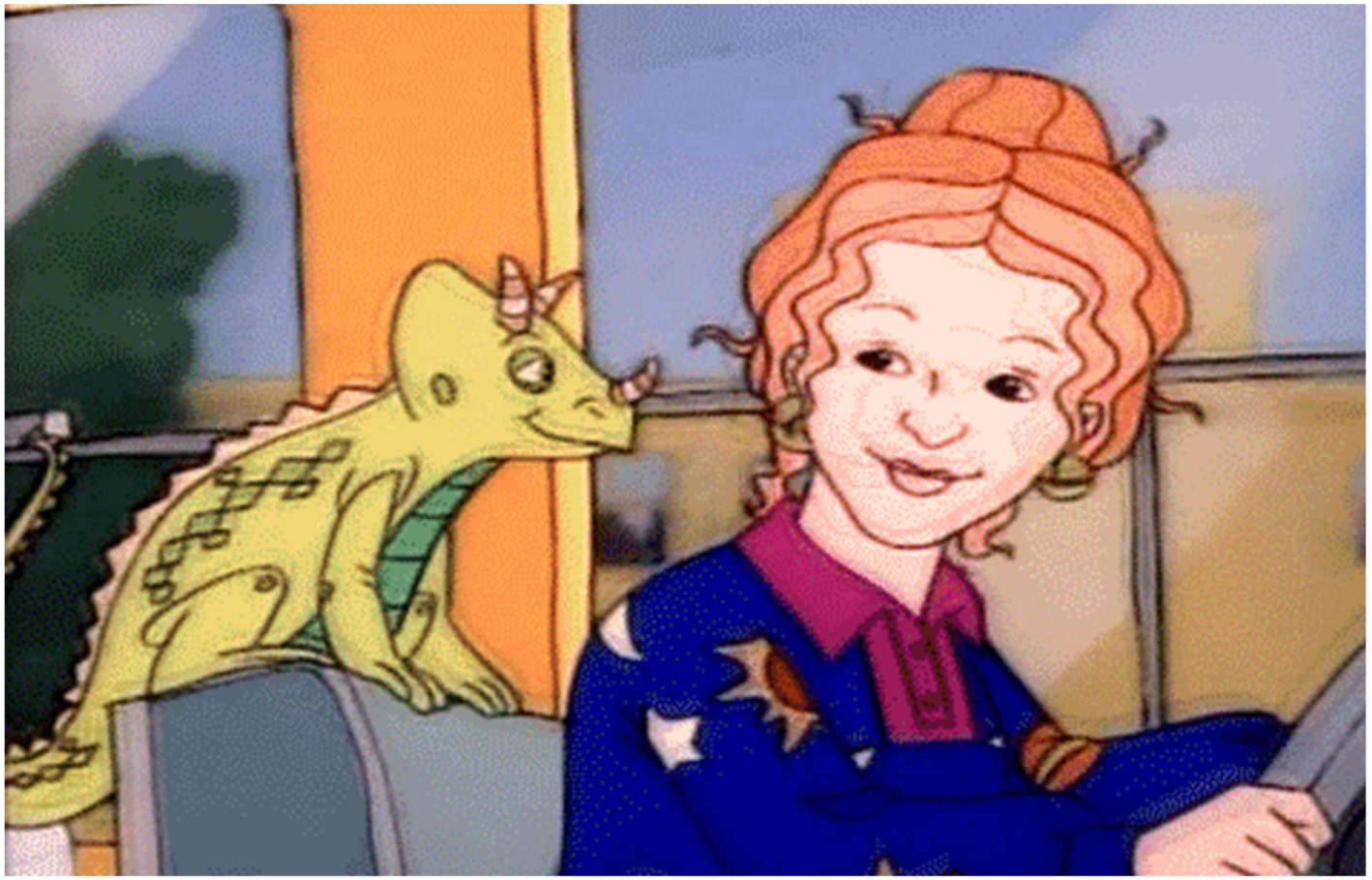
– author unknown

Fanfiction site





Glados x Chell (Portal)
by TwinklePowderySnow, deviantart



Aubrey
Isaacman
@lynnfactor

AI1

GDC
Sexy Microtalks: Making Intimacy, Sex, and Romance in Games
Fill out the feedback form!
GAME DEVELOPERS CONFERENCE
MARCH 18–22, 2019 | #GDC19

Slide 203

AI1 Figure out if we're going to the breakdown room or not?
Aubrey Isaacman, 1/13/2019