

THE LAYERED TETRAD

Topics

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- **The Layered Tetrad**

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- **The Inscribed Layer**

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- **The Inscribed Layer**
- **The Dynamic Layer**

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- **The Cultural Layer**
- **The Responsibility of the Designer**

The Layered Tetrad

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 - The elements that are needed to make a game
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 - Both the impact of the game on culture and the affect of culture on the game
- **We use the term *game*, but this is applicable to any form of interactive media or experience**

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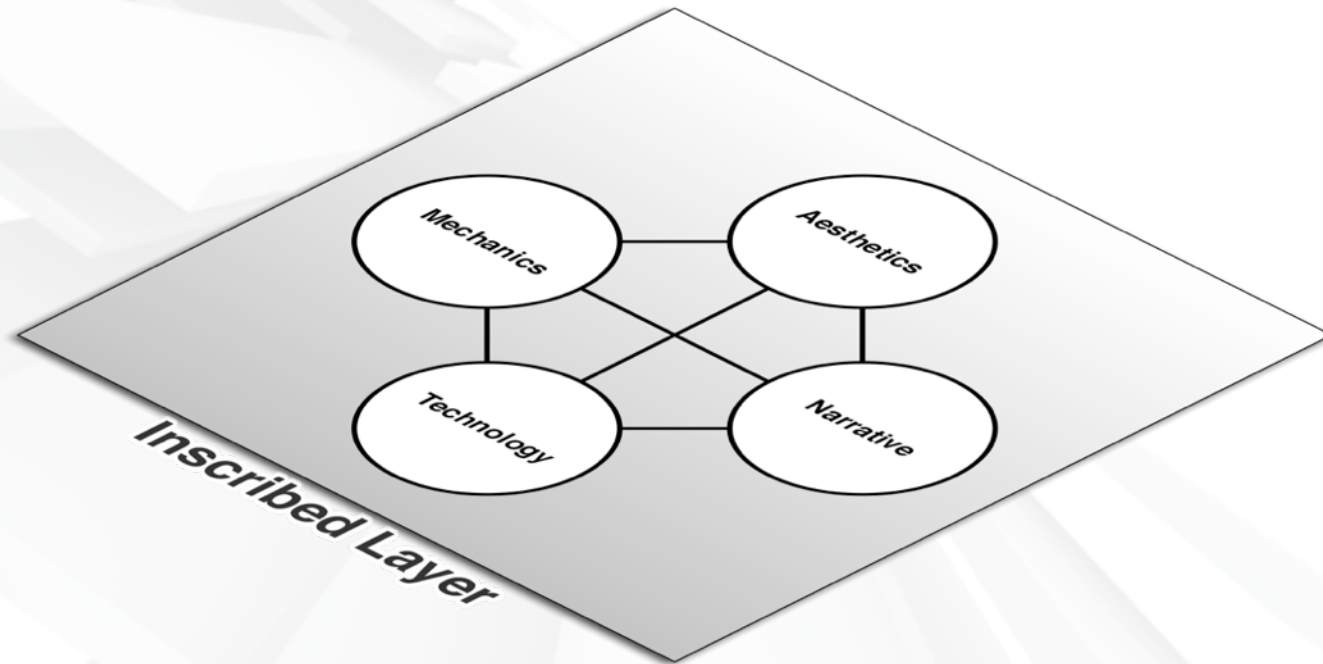
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- **Dynamic:** The game's behavior during play
- **Cultural:** The game's relationship to society

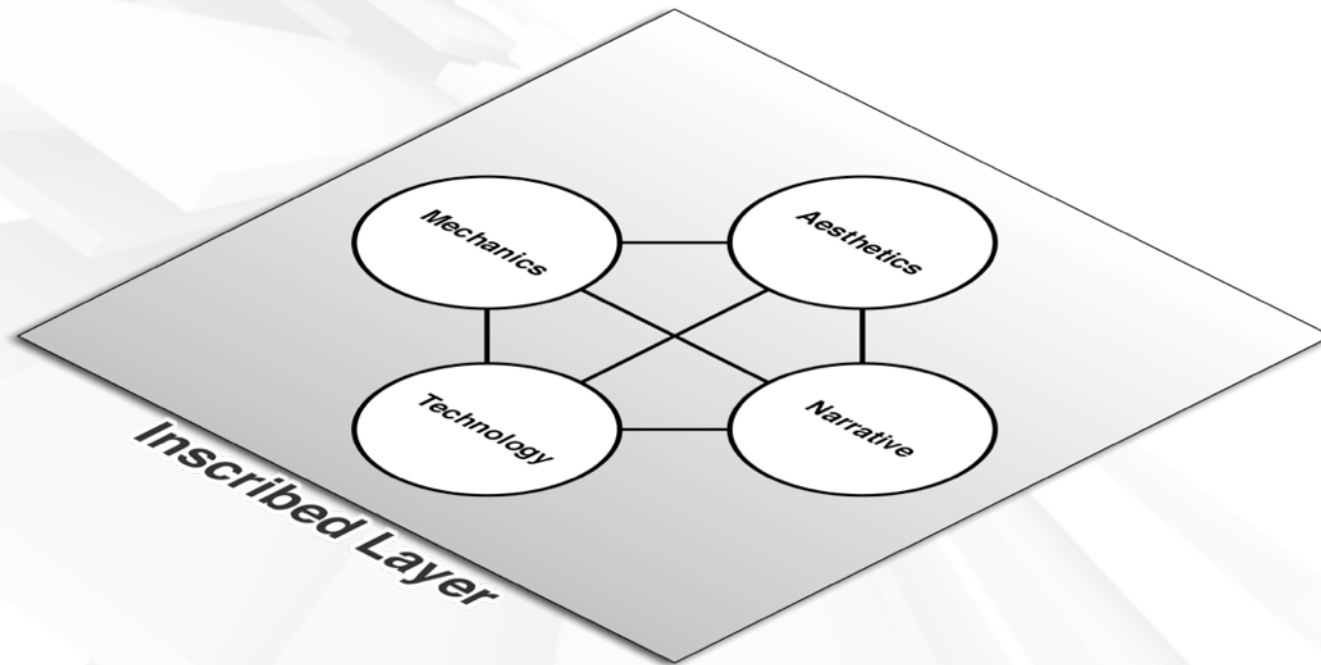
The Inscribed Layer

The Inscribed Layer



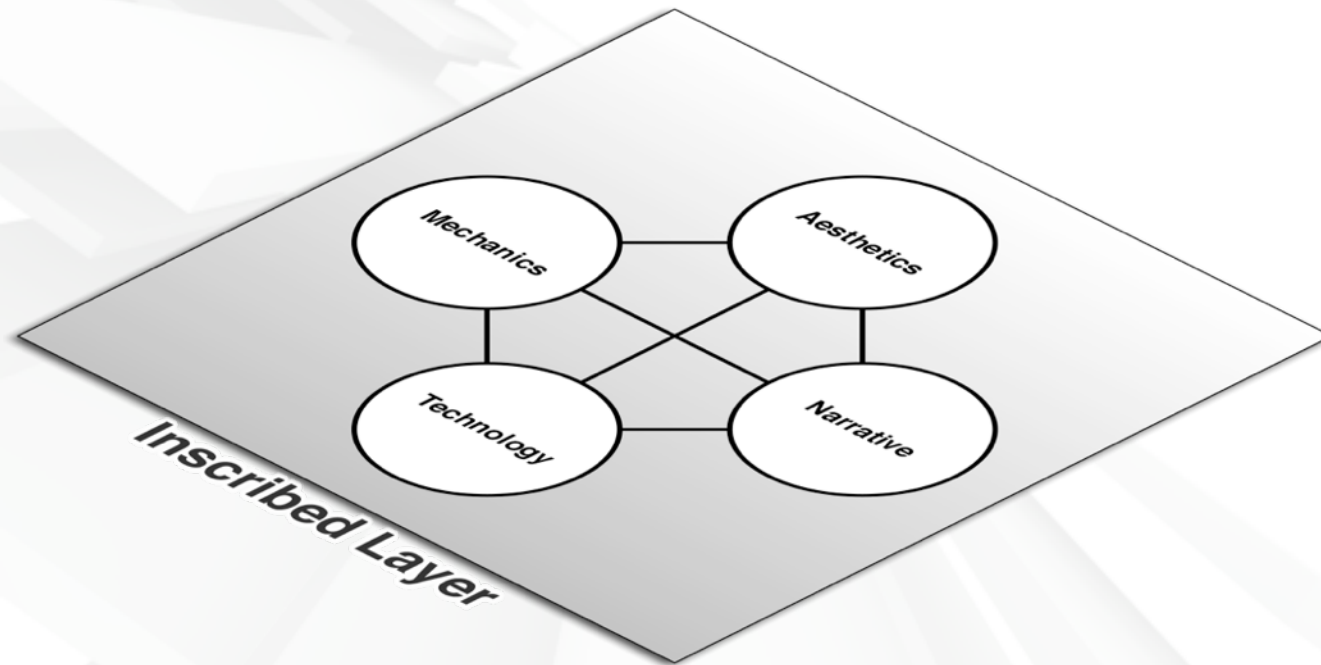
The Inscribed Layer

- Game as created and encoded by developers



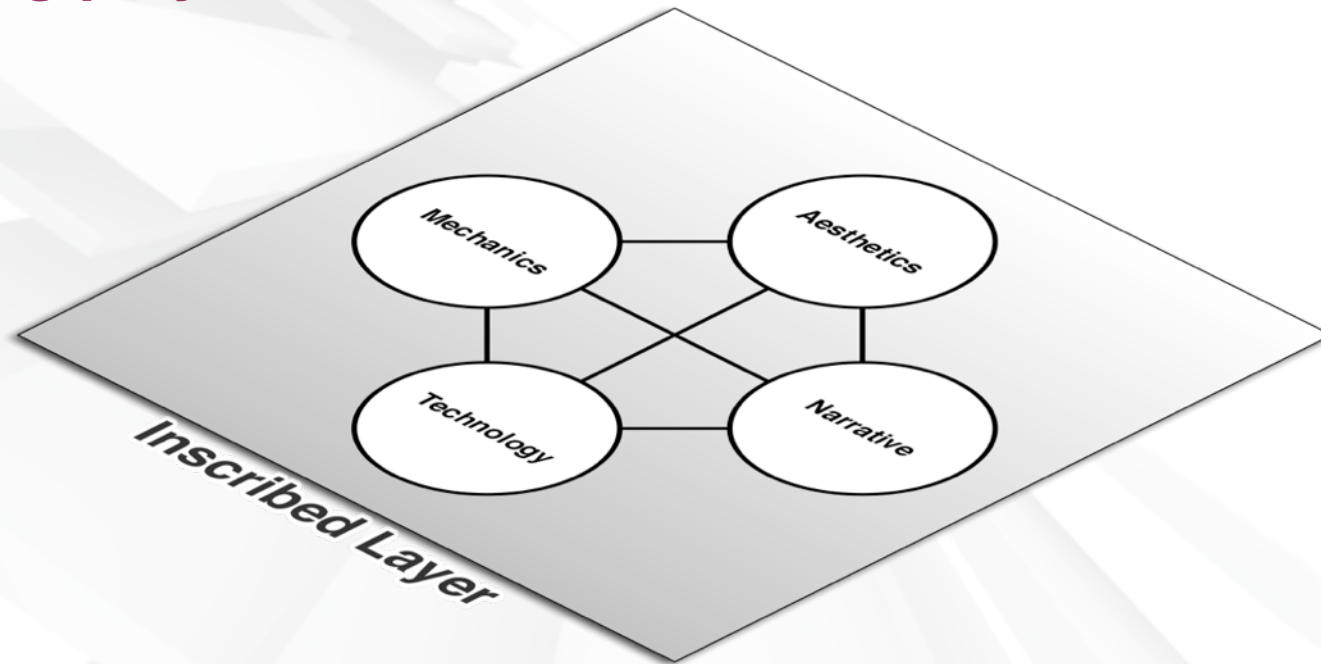
The Inscribed Layer

- Game as created and encoded by developers
- Similar to Schell's Elemental Tetrad



The Inscribed Layer

- Game as created and encoded by developers
- Similar to Schell's Elemental Tetrad
- Limited to elements that exist when the game is not being played



The Inscribed Layer

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- **Mechanics**

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- **Paper and digital technology that enable gameplay**

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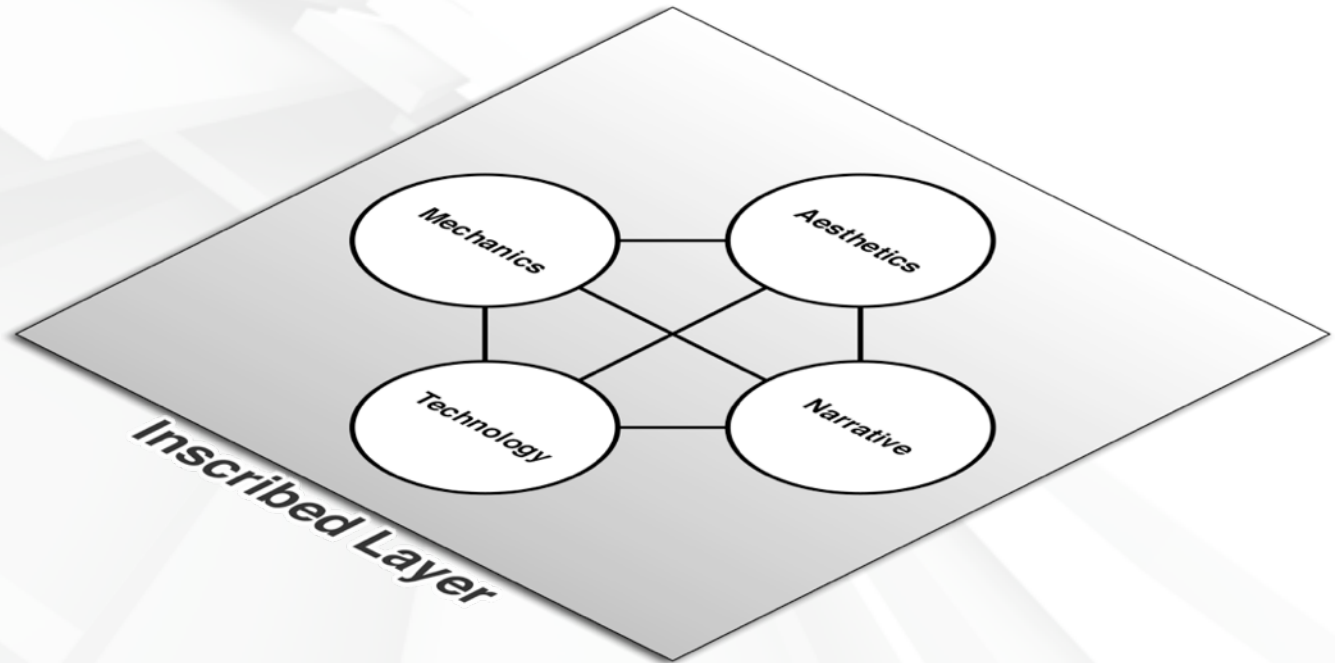
▪ **Technology**

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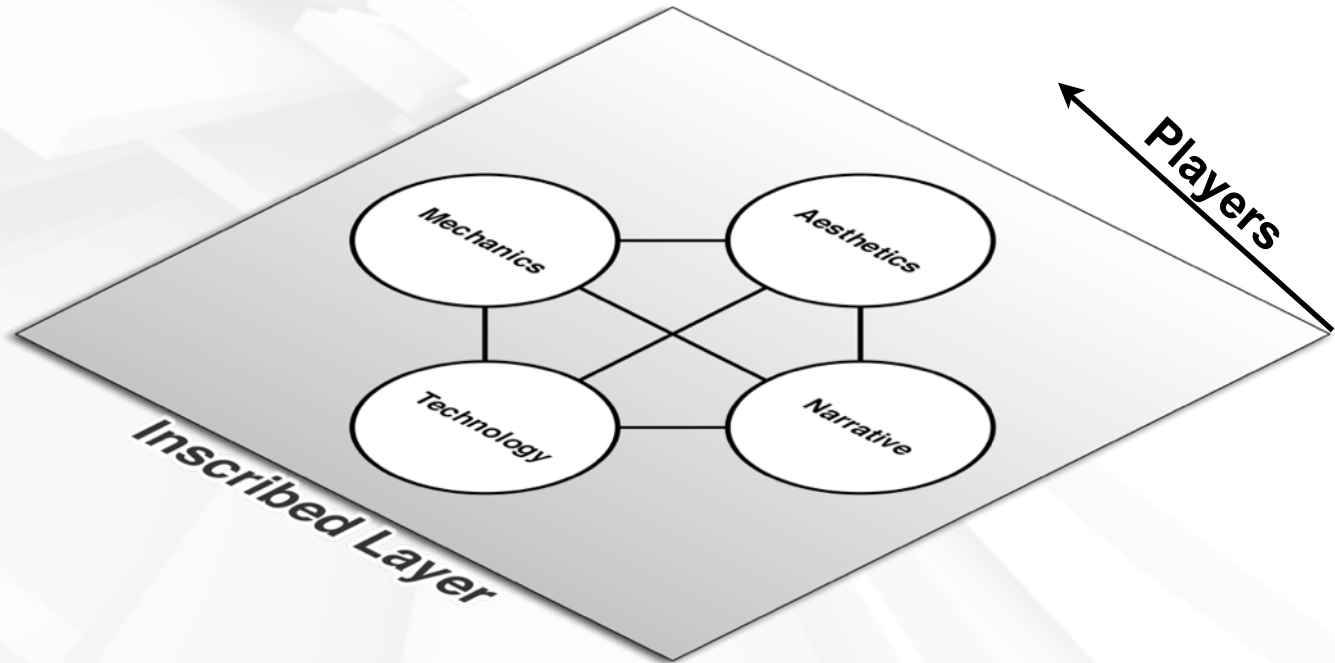
▪ **Narrative**

- **Authored premise, characters, and plot**

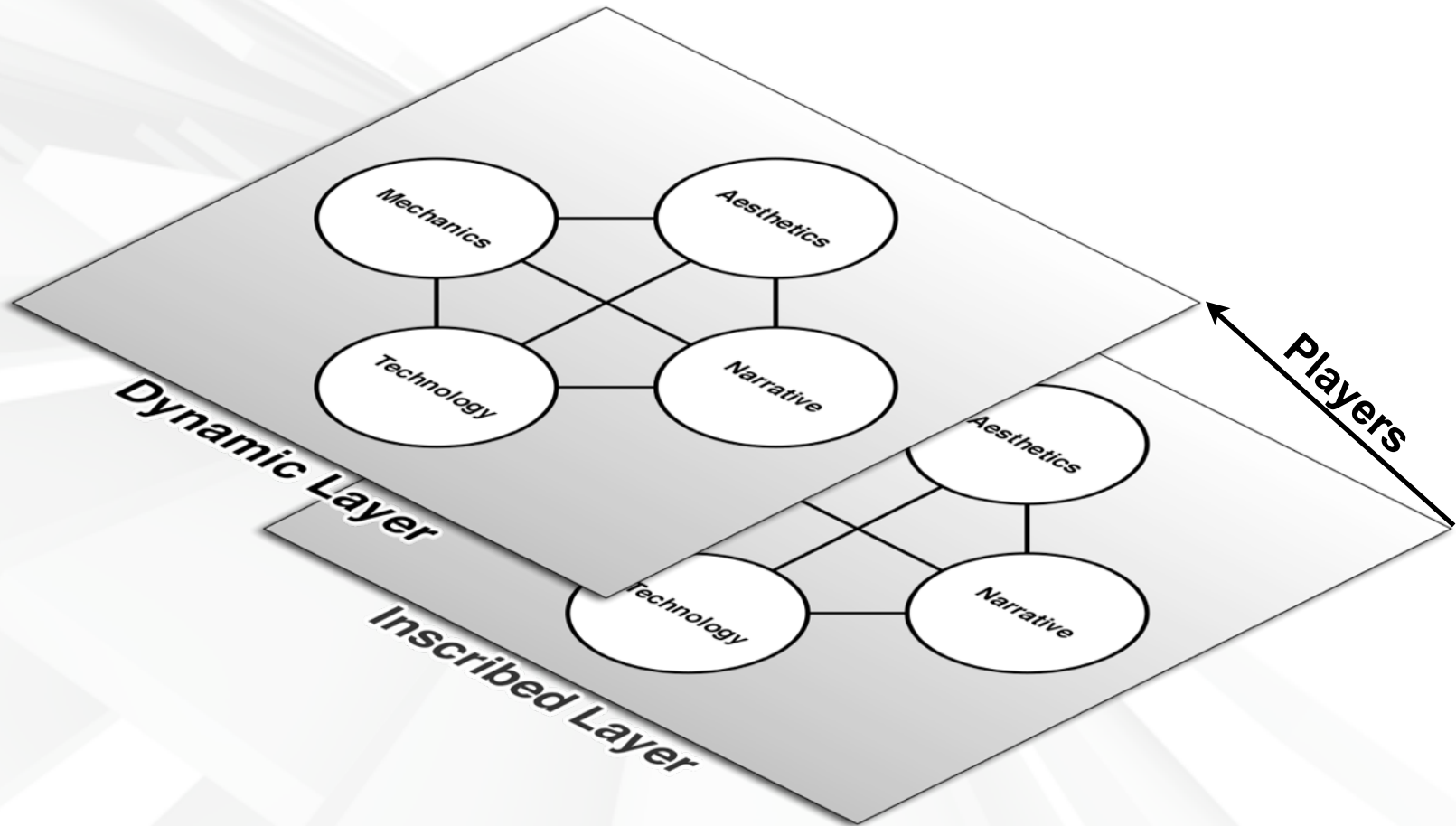
The Dynamic Layer



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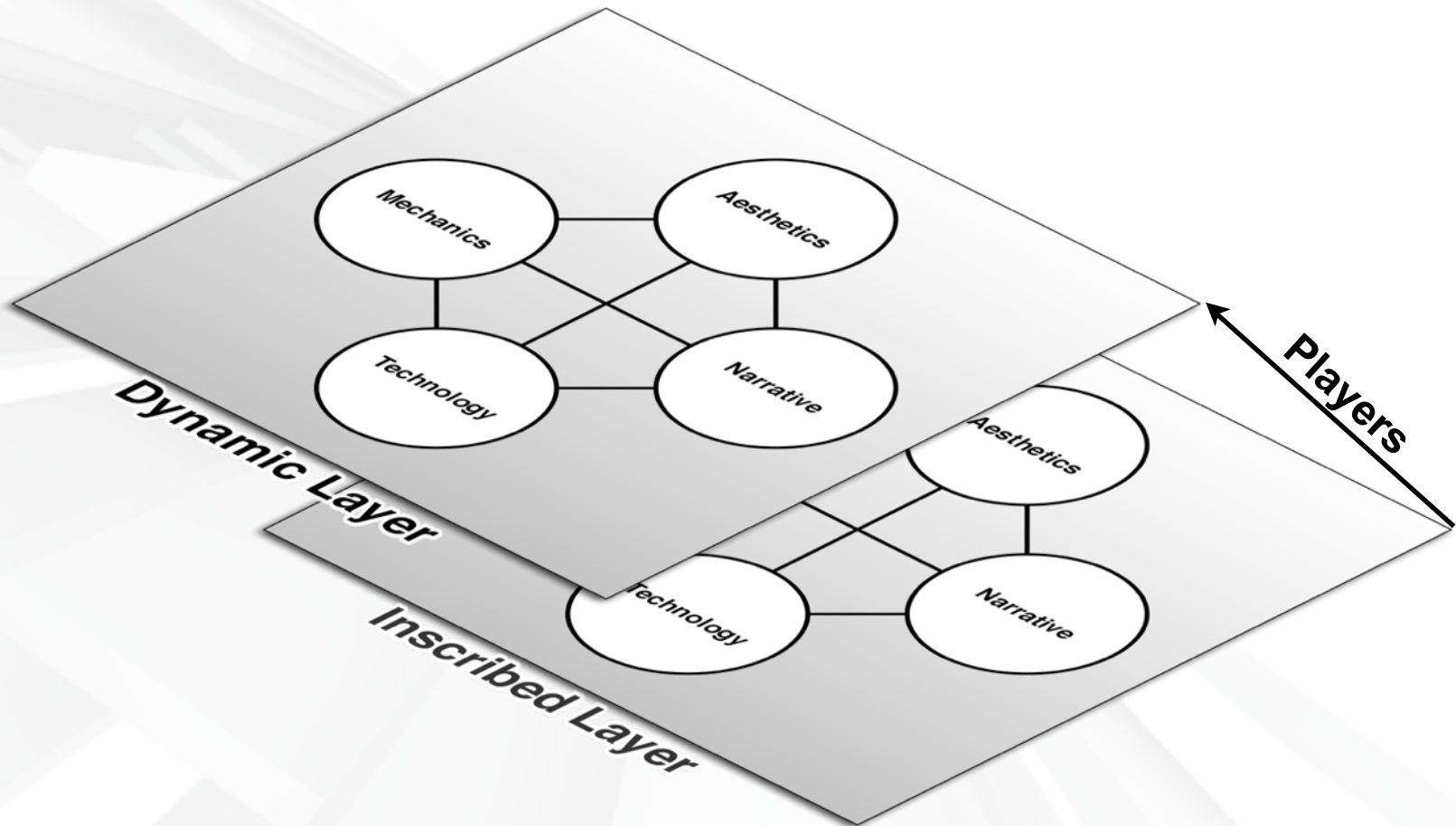


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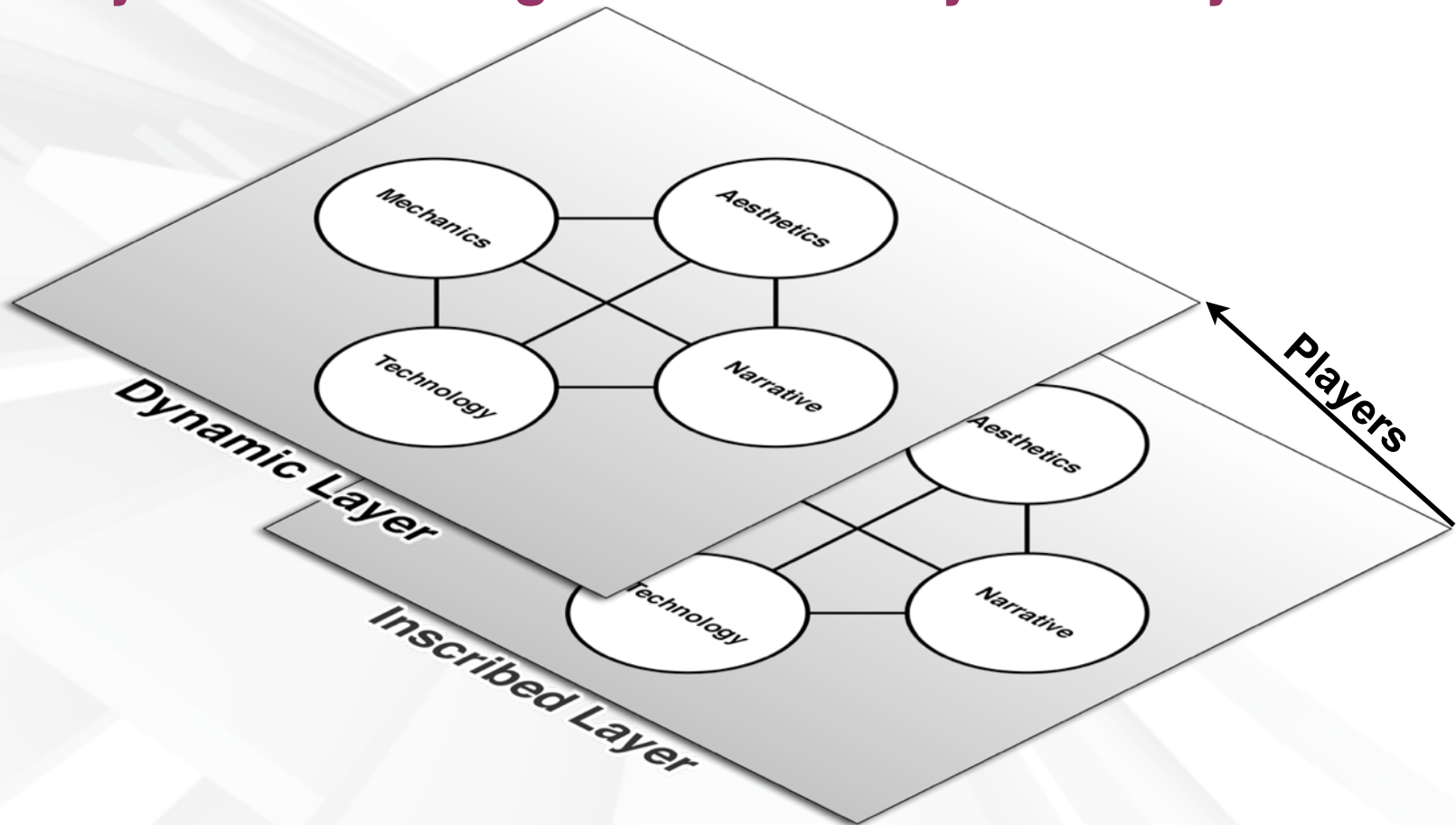
The Dynamic Layer

- The game as it is being played



The Dynamic Layer

- The game as it is being played
- Players move the game into the dynamic layer



The Dynamic Layer

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 - **Players' interactions with inscribed mechanics**

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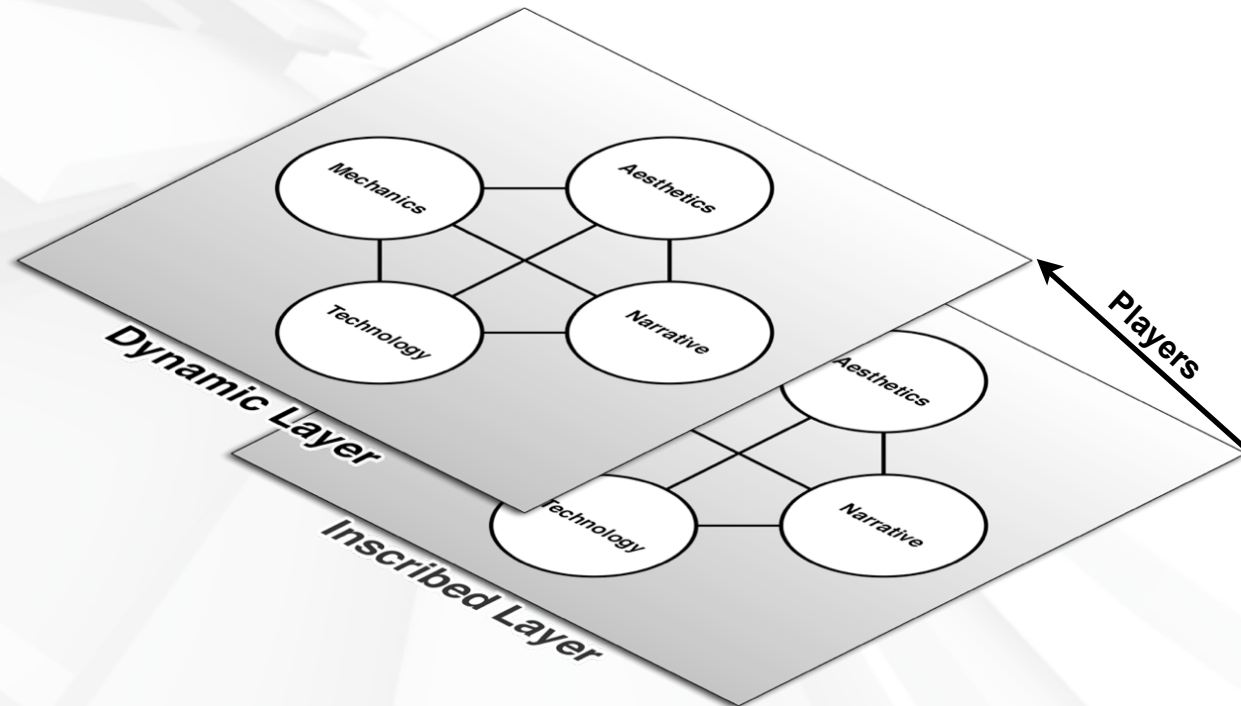
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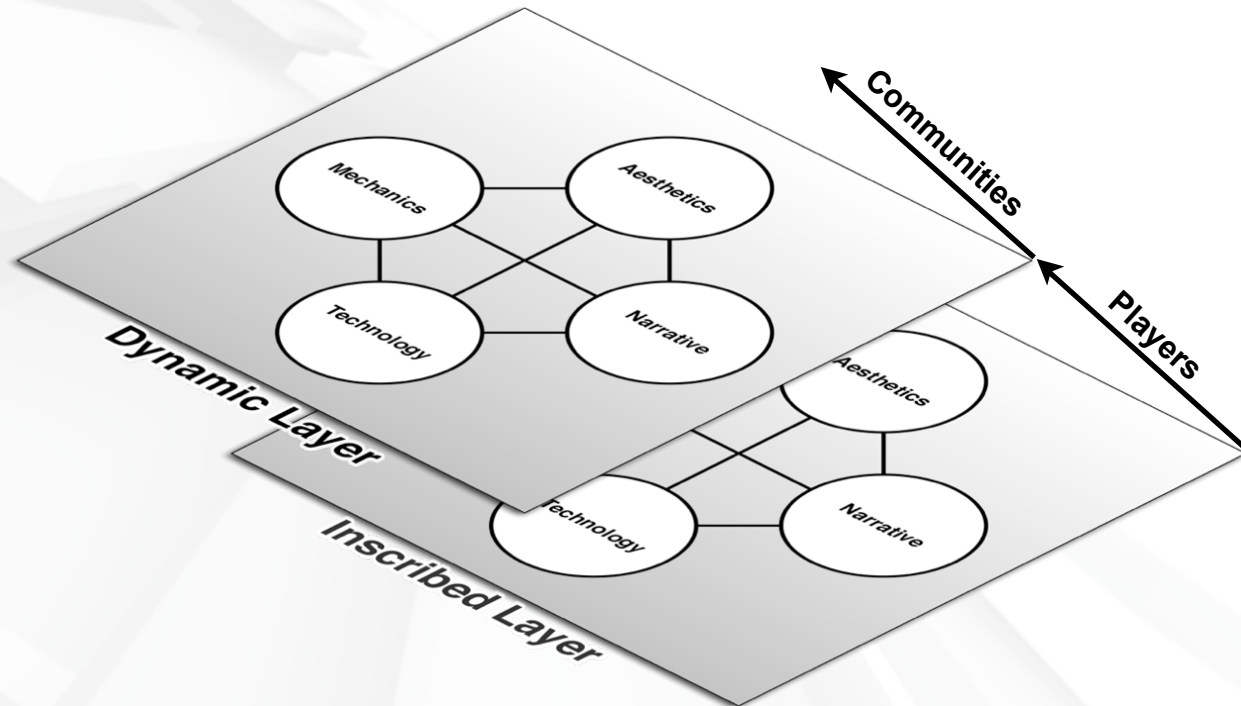
▪ **Narrative**

- **Narrative created as a part or result of gameplay**

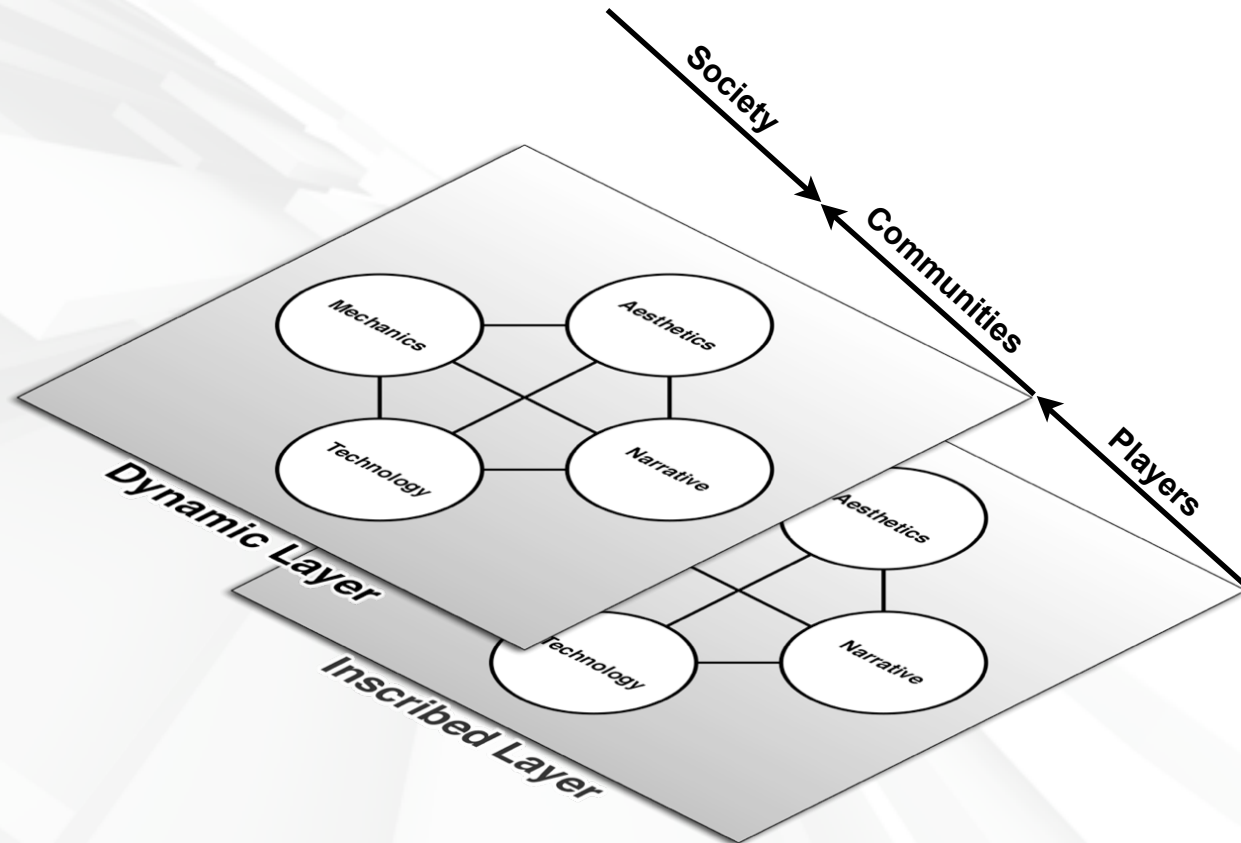
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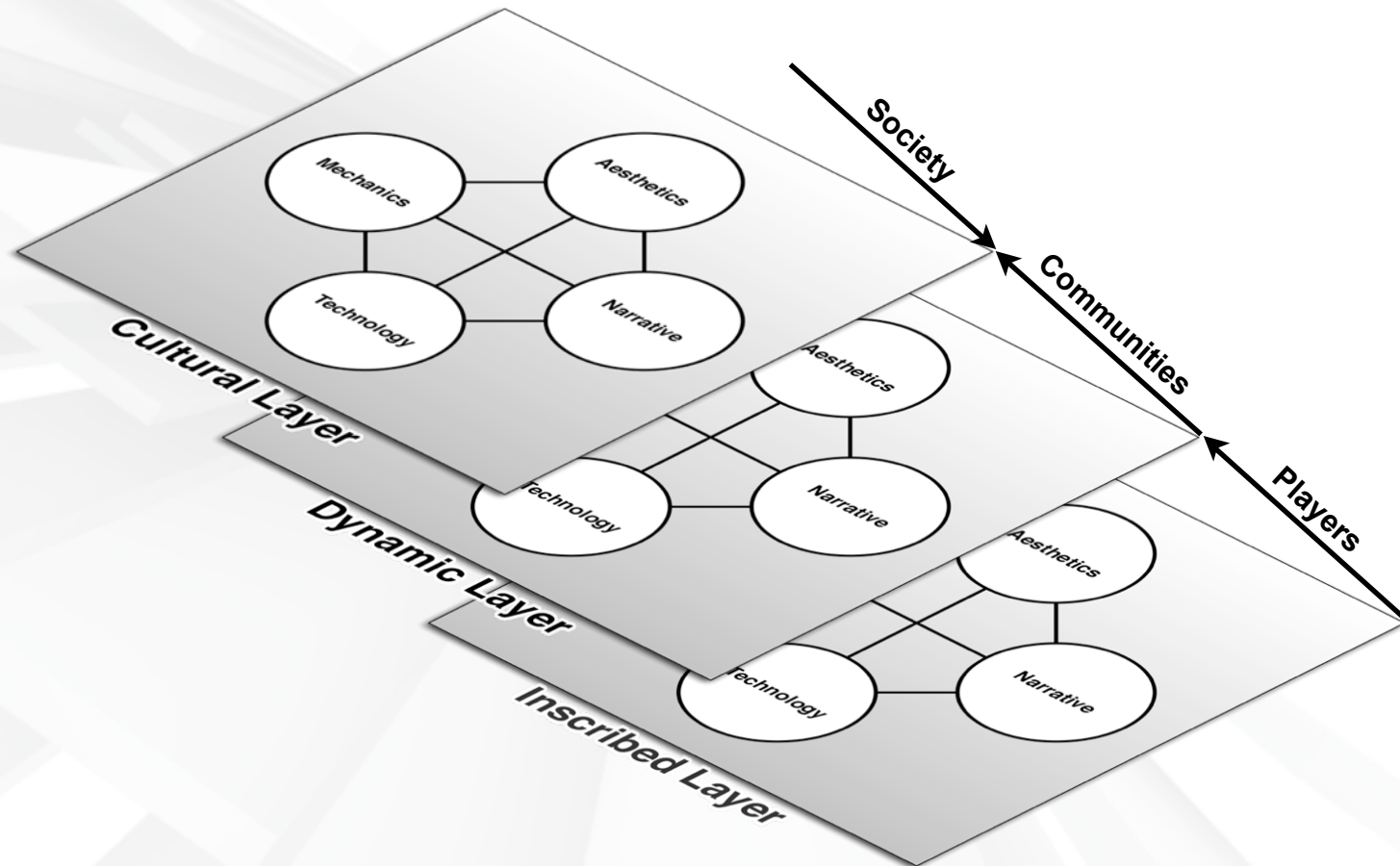
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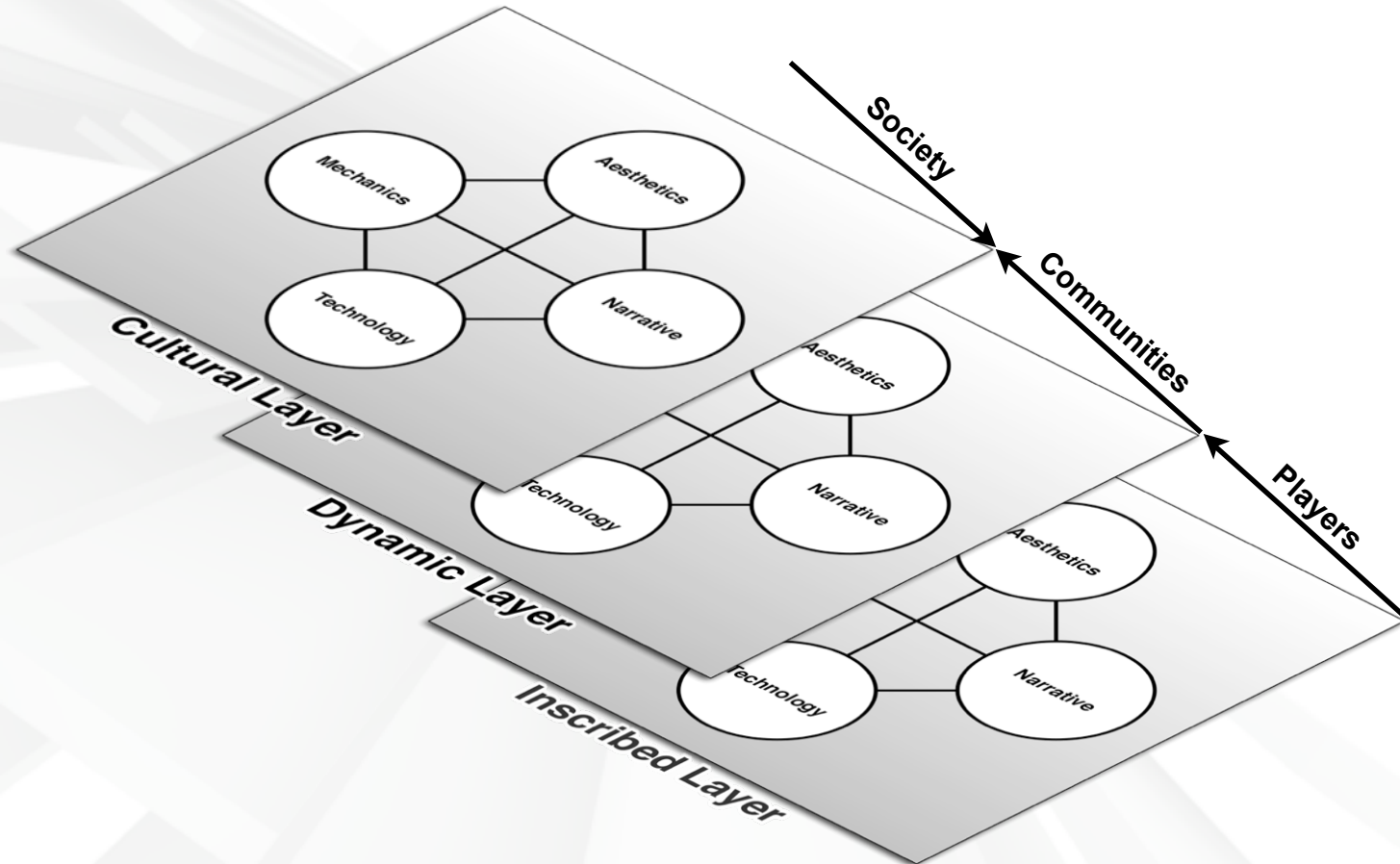


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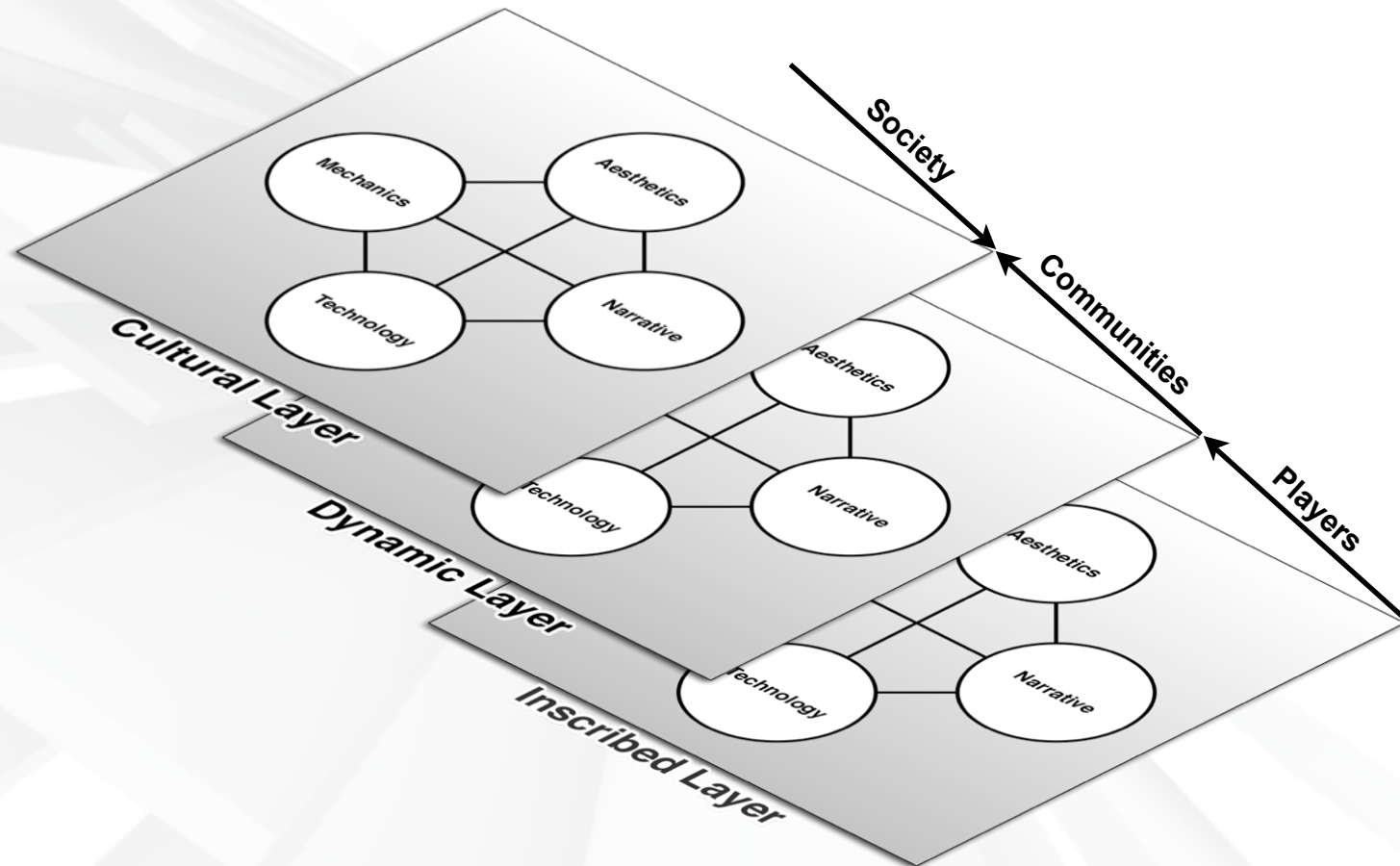
The Cultural Layer

- The game beyond play



The Cultural Layer

- The game beyond play
- Intersection of game community and society



The Cultural Layer

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- Fan-made narratives

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- **What messages are our games sending into society?**

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 - Meaningful
 - What else?

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 - Respect our players and the time that they dedicate to experiencing what we create.

Chapter 3 – Summary

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