medien wissenschaft
UNIVERSITÄT BAYREUTH

KLASSIKER DER SPIELEGESCHICHTE

SPORTSPIELE

29. JUNI 2017

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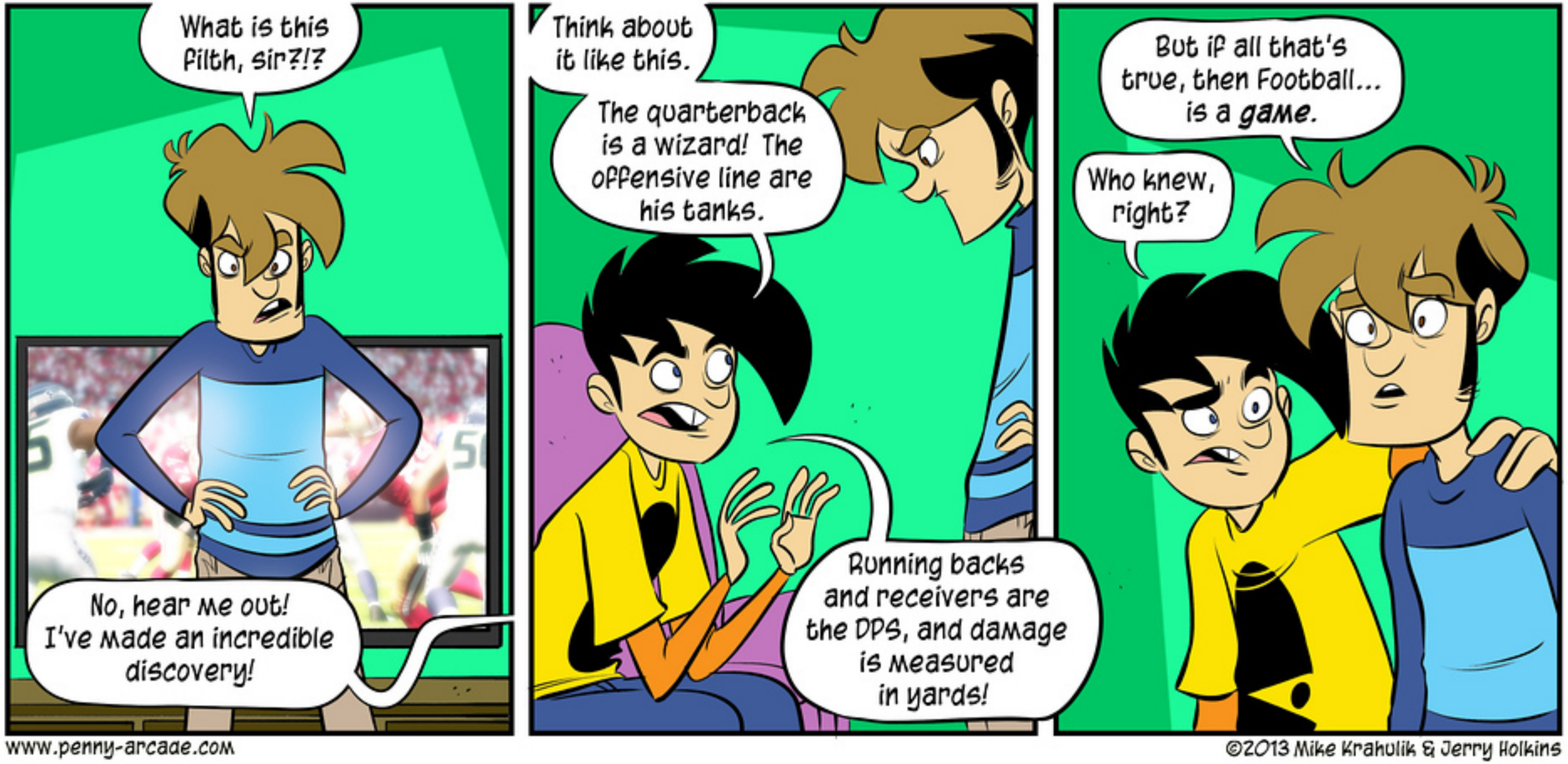
Was heute nicht behandelt wird

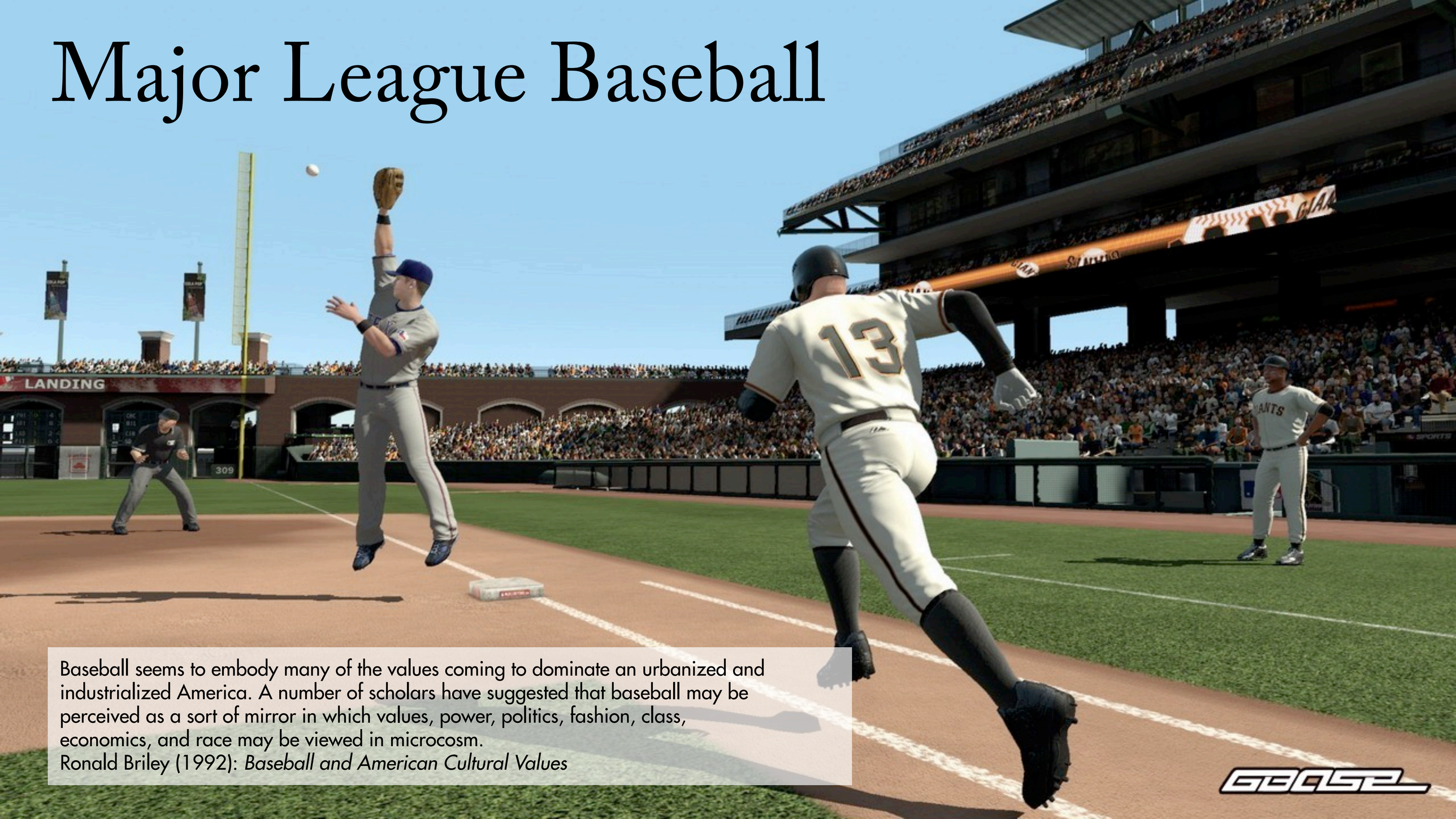
Rennspiele
s. VL Rennspiele

E-Sport
Kein ludisches, sondern ein performatives Genre

Amerikanische Spiele (Nationale Luditive)



Major League Baseball



Baseball seems to embody many of the values coming to dominate an urbanized and industrialized America. A number of scholars have suggested that baseball may be perceived as a sort of mirror in which values, power, politics, fashion, class, economics, and race may be viewed in microcosm.
Ronald Briley (1992): *Baseball and American Cultural Values*

Football and American Identity examines the social conditions and cultural implications found in the football subculture, represented by core values such as competition, conflict, diversity, power, economic success, fair play, liberty, and patriotism.
Hoffman et al. (2005): *Football and American Identity*

What Are Sports Videogames?

If we see sports videogames as nothing more than copies of or homages to the court and the pitch, then we don't know what we miss out on. After all, from football to *Sensible Soccer*, from pheninda to *Starcraft*, sports evolved out of randomness and obscurity as much as deliberation and planning. By allowing sports videogames to participate in the ecosystem of sports writ large, we free them from the arbitrary shackles of their computational, simulated, televisual existence and allow them to interact with the long history and wide variety of sports of all kinds. Allowing sports videogames to become a kind of sport rather than a type of media about sport treats both sports and videogames with humility and respect: It reminds us that the domain of sport is far bigger, longer, and weirder than that of videogames, while still allowing that videogames have something new to bring to the table. What are sports videogames? They're just computerized variants of sports.

Ian Bogost

Gliederung

Minimalistische Sportspiele

Naive Repräsentation

Parametrisierung

Mediatisierung

Simulation

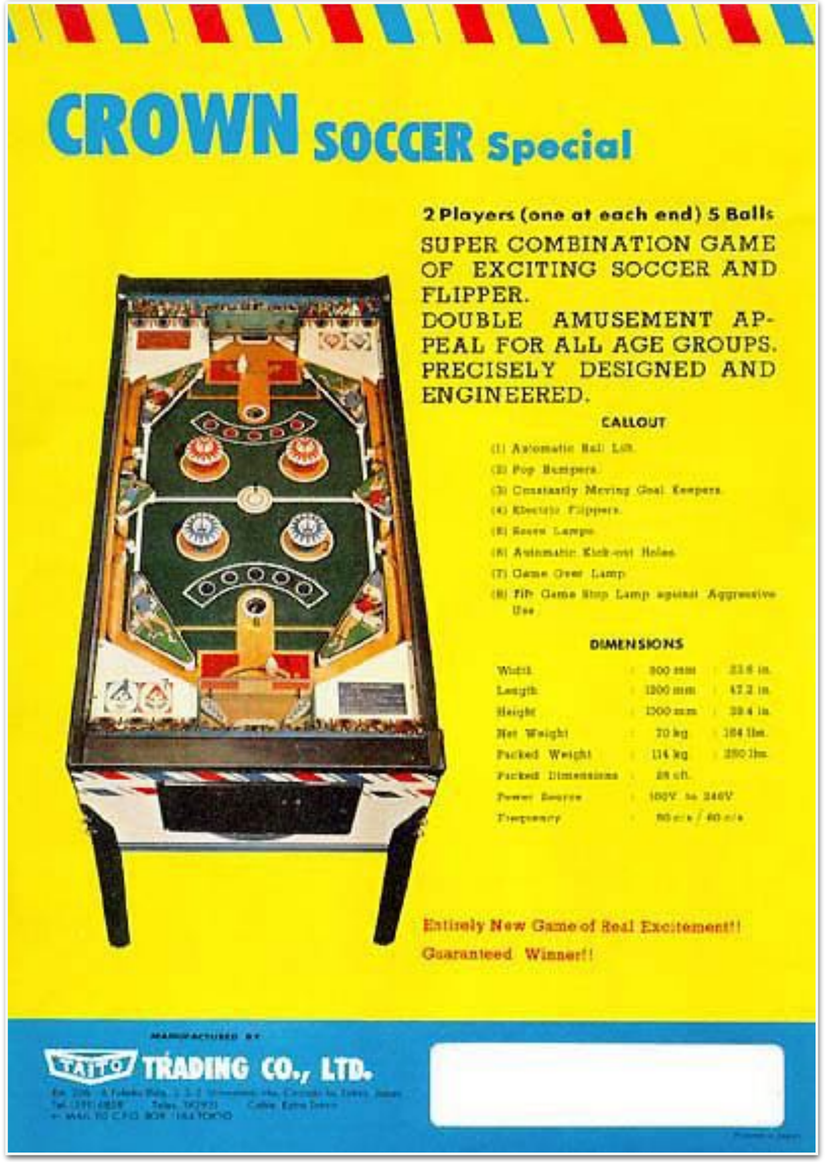
Exergames

Sports

80 The Billboard AMUSEMENT MACHINES August 12, 1939
Chicago Coin's
NEWEST SUCCESS
SPORTS
"I recommend it very highly."—George Ponser.
"A knockout of a game."—I. Rothstein, Banner Specialty Co.
ACTION FROM TOP TO BOTTOM—ANIMATED LIGHTS GALORE—THRILLS UNTIL THE LAST SECOND—IT'S THE BEST GAME ON THE MARKET TODAY, WITH THE CLEVEREST PLAY YOU'VE EVER SEEN!
NOVELTY $84.50
FREE GAME $94.50
CHICAGO COIN
MACHINE MFG. CO.
1725 W. DIVERSEY • CHICAGO

3000
3000
3000
GREEN BUMPERS
LITES YELLOW BUMPERS
1000
LITES YELLOW BUMPERS
GREEN BUMPERS

1937



Pinball: Crown Soccer Special, Taito 1967

https://www.youtube.com/watch?v=TaOtDzUvpko

Gottlieb Pro Football 1973

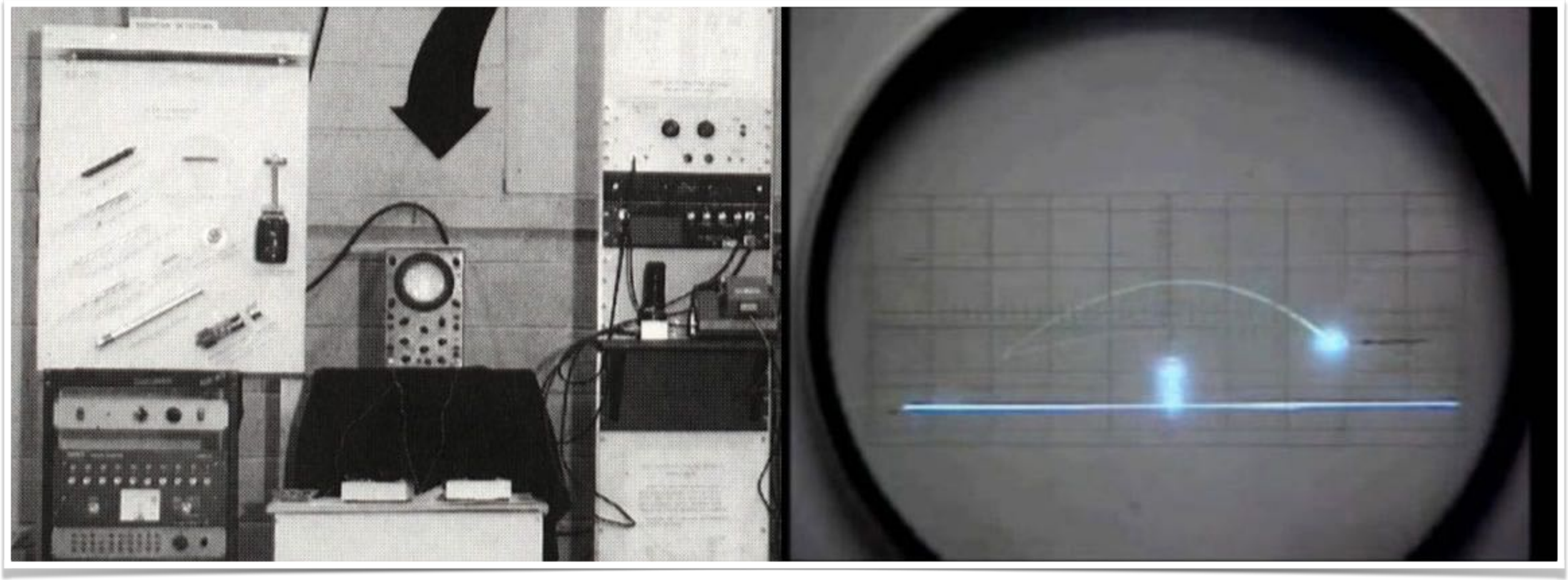
Minimalismus

Minimalismus strebt nach Objektivität, schematischer Klarheit, Logik und Entpersönlichung. Typisch für Skulpturen und Objekte des Minimalismus ist das Reduzieren auf einfache und übersichtliche, meist geometrische Grundstrukturen.

https://de.wikipedia.org/wiki/Minimalismus_(Kunst)
in Anlehnung an
http://www.kunstwissen.de/fach/f-kuns/o_mod/minimal-art.htm

Tennis for Two

https://www.youtube.com/watch?v=s2E9iSQfGdg



Magnavox Odyssey

https://www.youtube.com/watch?v=H2EIsnr_cv4

1972

Pong

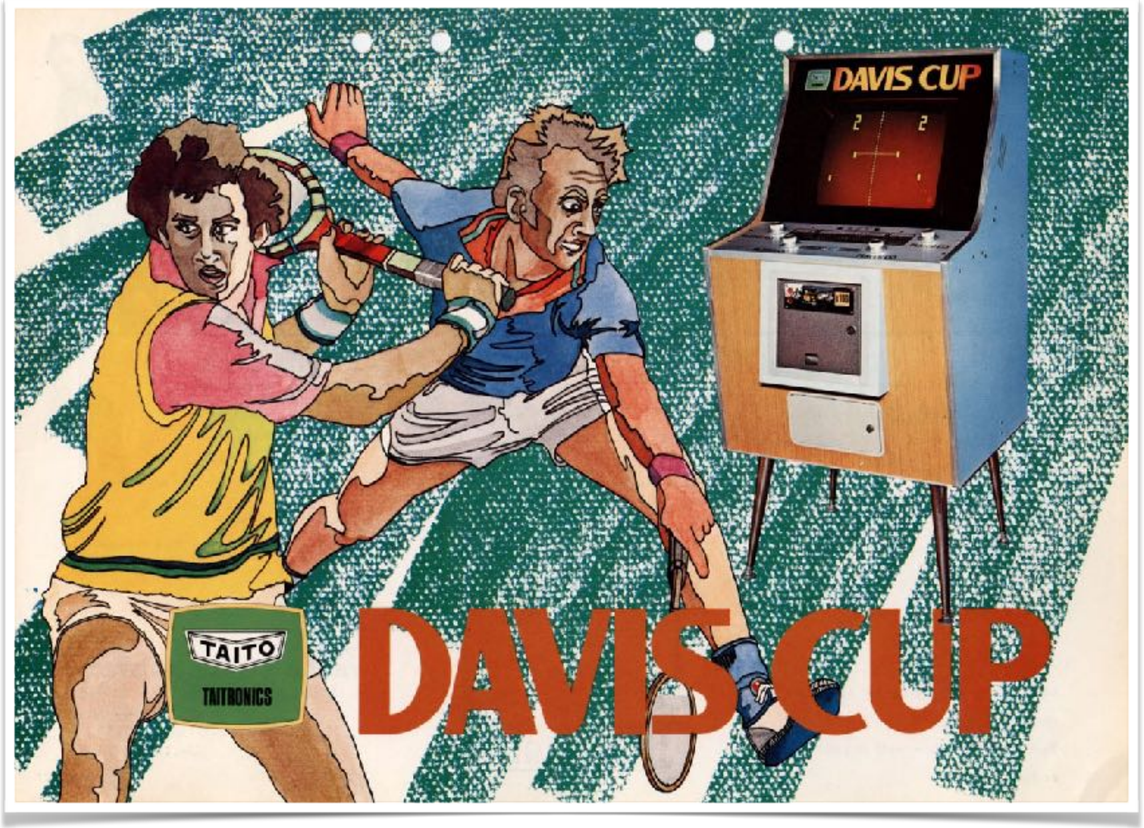
1972

THE NEWEST 2 PLAYER
VIDEO SKILL GAME
PONG
from ATARI CORPORATION
SYZYGY ENGINEERED
The Team That Pioneered Video Technology
FEATURES
• STRIKING Attract Mode
• Ball Serves Automatically
• Realistic Sounds of Ball Bouncing, Striking Paddle
• Simple to Operate Controls
• ALL SOLID STATE TV and Components for Long, Rugged Life
• ONE YEAR COMPUTER WARRANTY
• Proven HIGH PROFITS in Location After Location
• Low Key Cabinet, Suitable for Sophisticated Locations
• 25¢ per play
PONG
THIS GAME IS AVAILABLE FROM YOUR LOCAL DISTRIBUTOR
Manufactured by
ATARI, INC.
2962 SCOTT BLVD.
SANTA CLARA, CA.
95050
Maximum Dimensions:
WIDTH - 26"
HEIGHT - 50"
DEPTH - 24
SHIPPING WEIGHT:
150 Lb.

PONG
0
4
1
1
PLAYER 1
PLAYER 2
ATARI

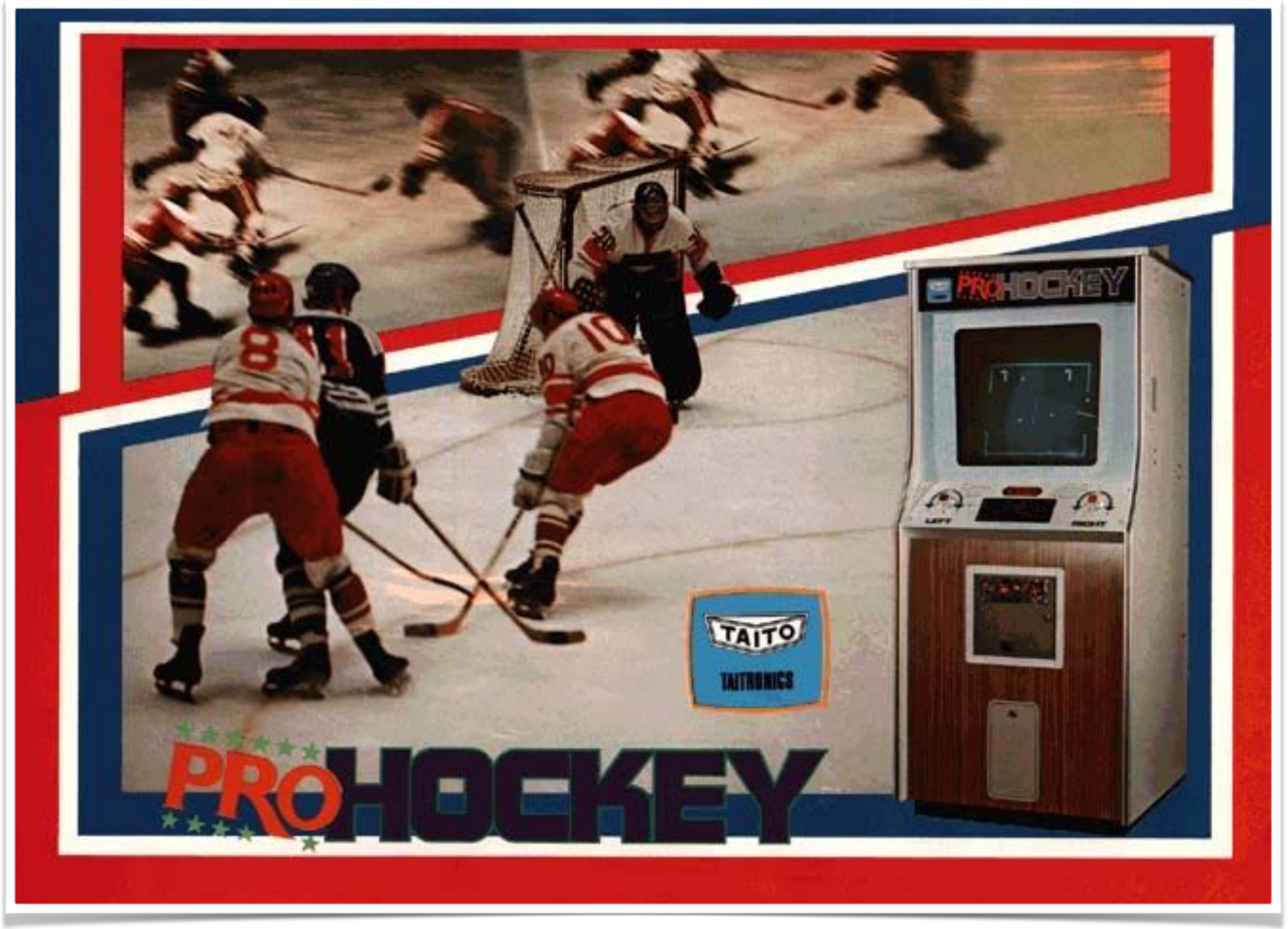
Tomohiro Nishikado

Soccer 1973



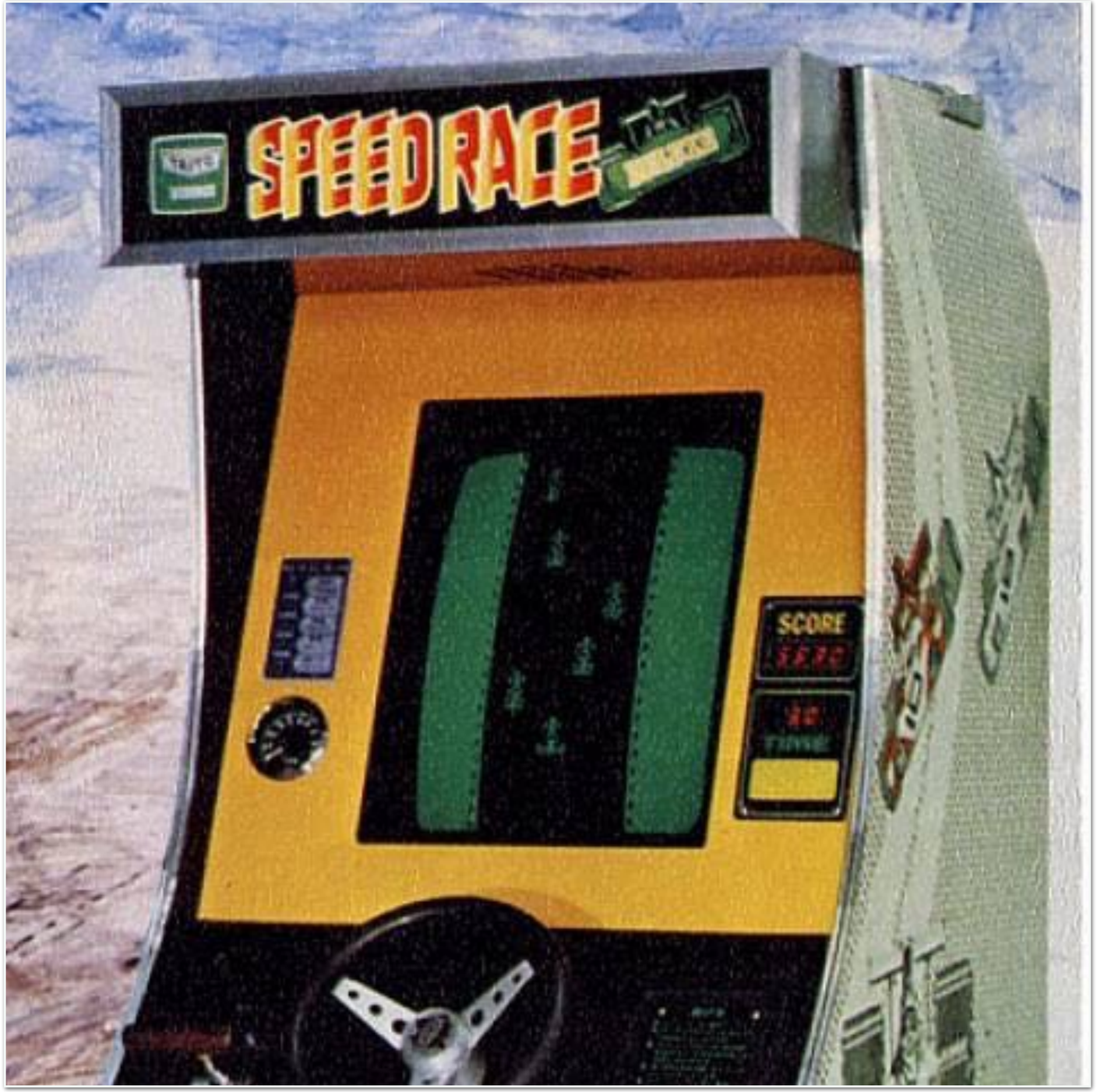
Davis Cup 1973

SEGA
HOCKEY TV
スリルに富んだ白熱の攻防戦！
実戦さながらのホッケー・ゲーム！
スピードあるパックの動きで
楽しさいっぱい!!
ポントロン・シリーズ第3弾!!
SEGA HOCKEY TV
（セガ・ホッケーTV）
●タイマー制で稼動率大巾アップ
——収益倍増!!
ゲーム時間以内でも、どちらか一方が11点
または15点とると、ゲーム終了です。
●カラー・マスクを装備
——見やすい画面!!
パックの軌跡が一段と鮮やかに見やすくな
り、長時間遊んでも眼が疲れません。

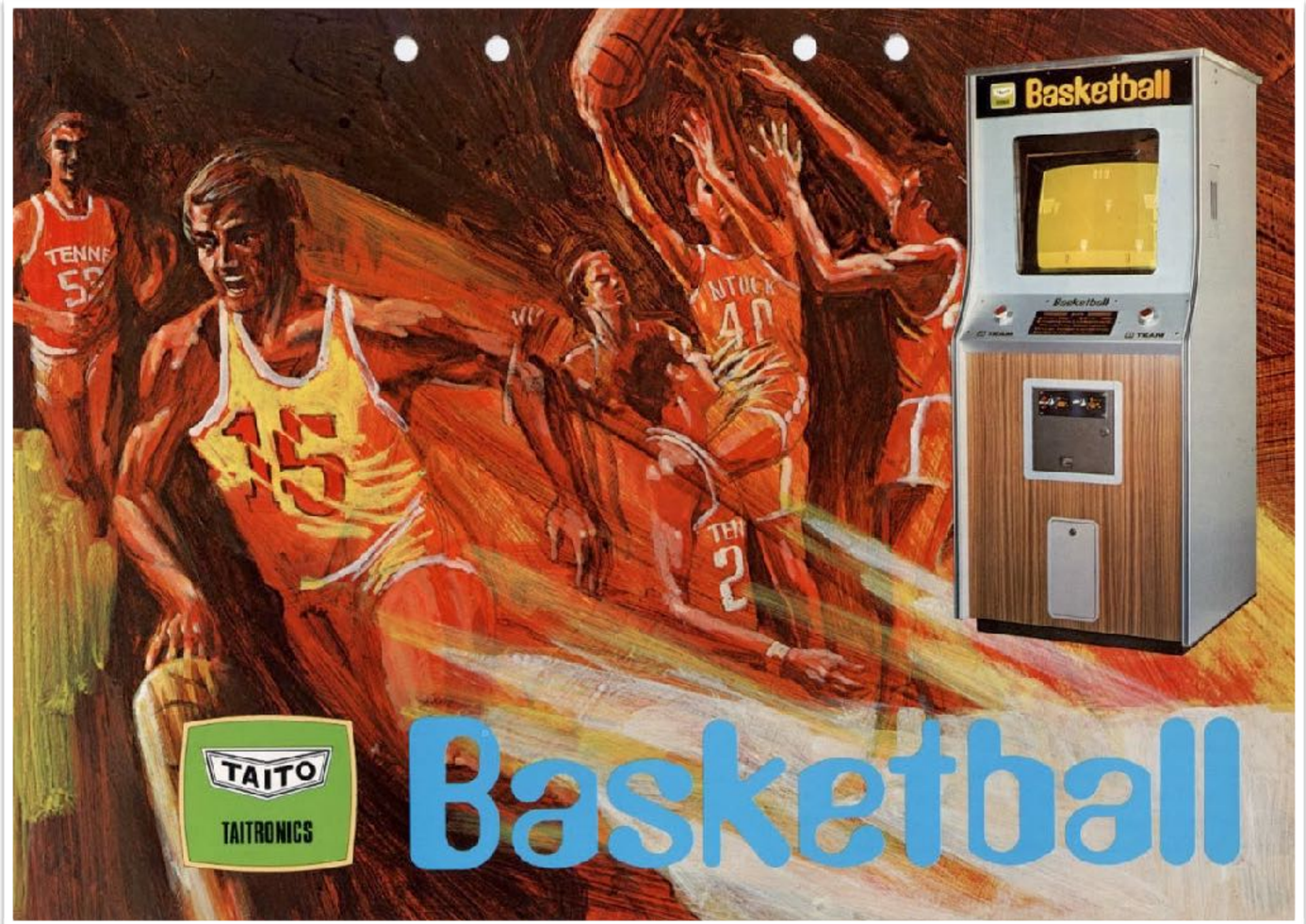

TAITO
TAITRONICS
PRO HOCKEY

1973

FUJI
JAPAN
SPEED RACE
The EXITMENT
MACHINE
ONE OF THE MOST POPULAR
DRIVING GAMES EVER BUILT
LOADS OF FEATURES
• BIG T.V. MONITOR
• SPEEDOMETER THAT WORKS
• CONSOLE FORMICA CABINET
SUITS ANY LOCATION
• SEPARATE LOCKING CASH DOOR
• EXTENDED PLAY
• REALISTIC SOUND EFFECTS
• ONE OR TWO PLAYERS
MEASUREMENT 1140 mm×655 mm×900 mm
WEIGHT PACKED 150 K
ELECTRICAL 110/240 V 50/60cycle
Distributed Internationaly by
LEISURE & ALLIED INDUSTRIES
Australia


SPEED RACE
SCORE
TIME

Basketball



1974

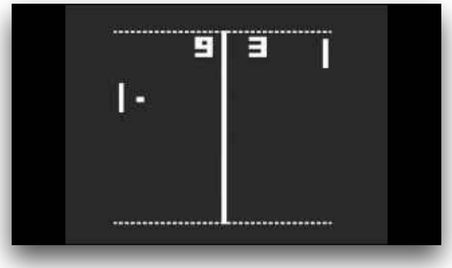
Integration

https://www.youtube.com/watch?v=cQ9iGNSjwWo

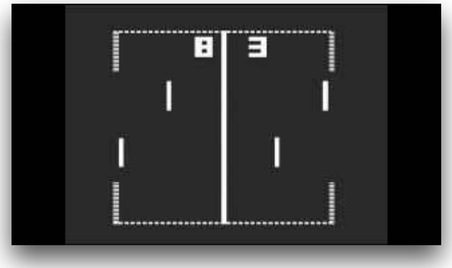
AY-3-8500

Multispiel 1976

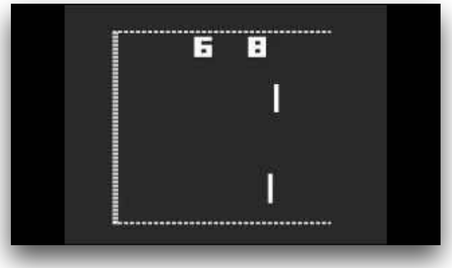
Tennis



Soccer

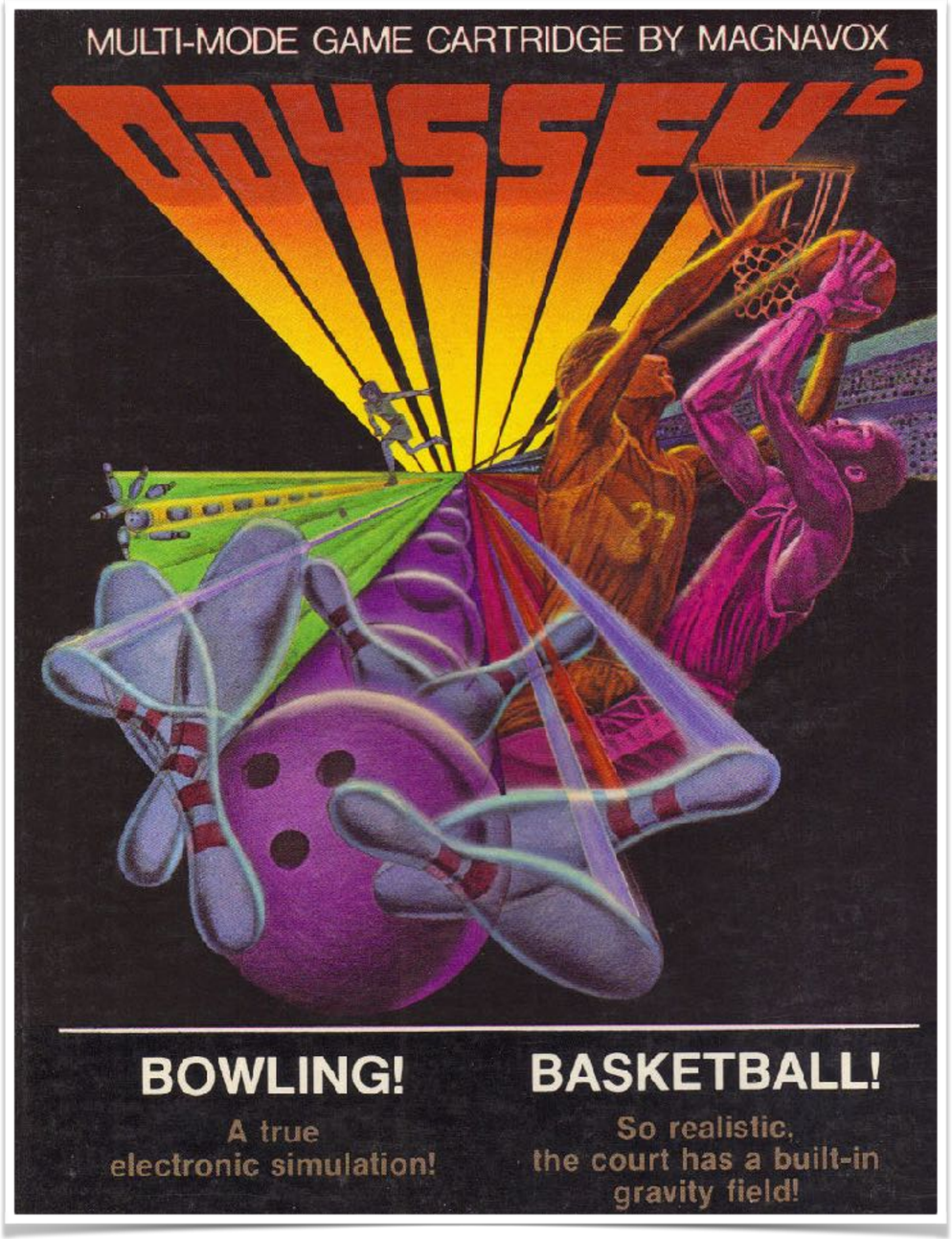


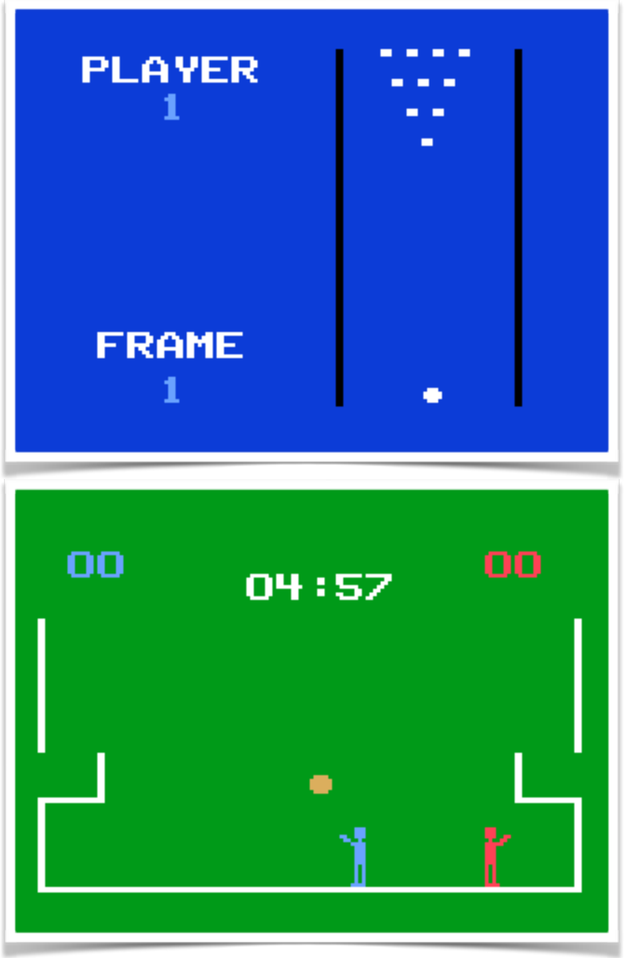
Squash



Variationen

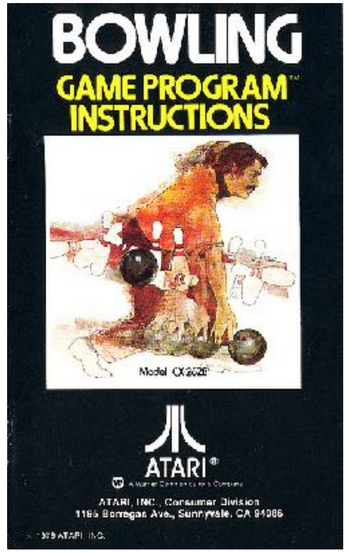
Bowling / Basketball

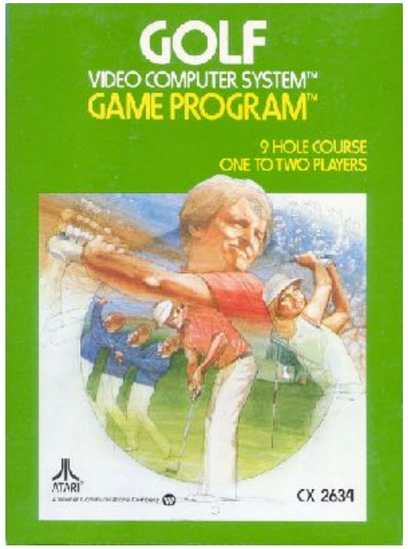


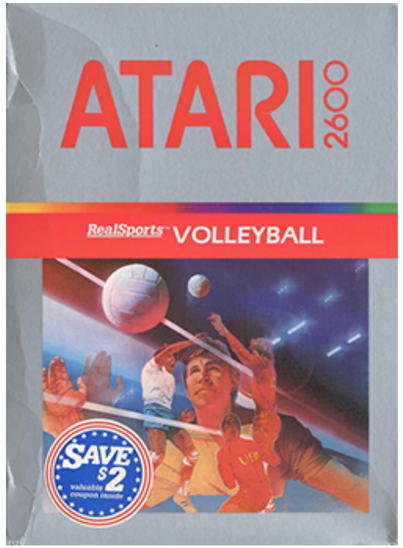


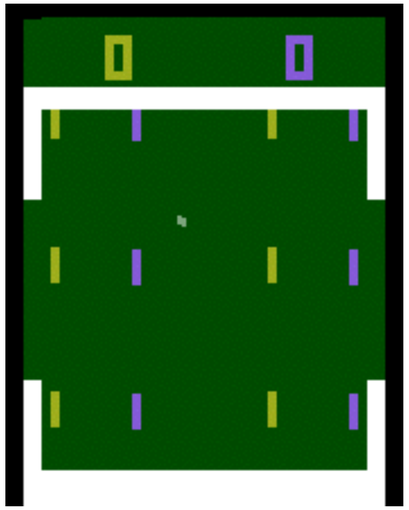
Odyssey 2 (1978)

Atari VCS 2600

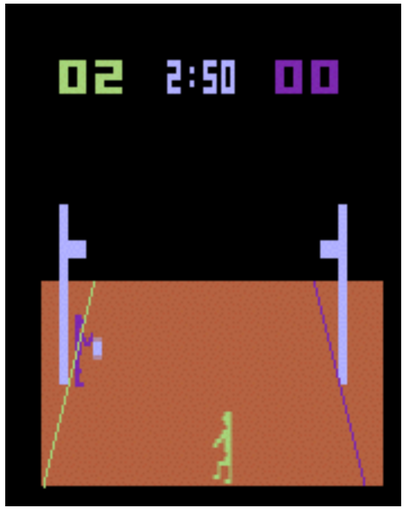




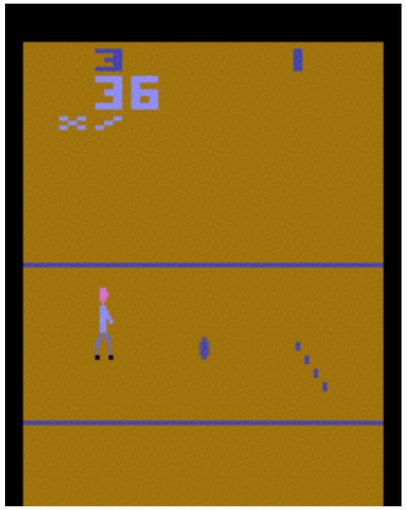




1977

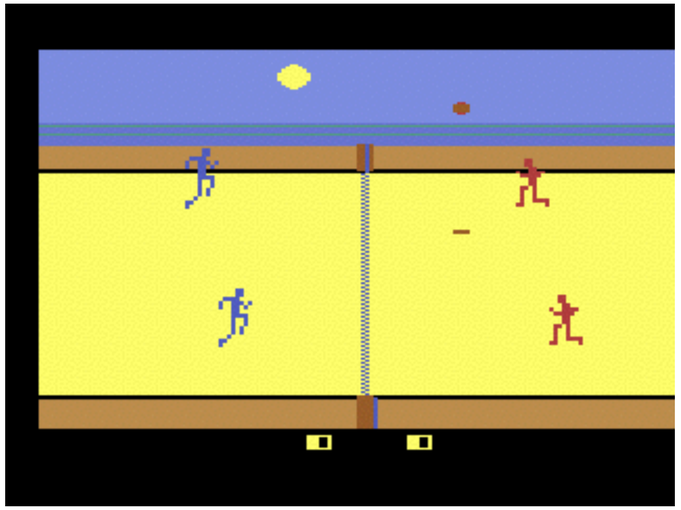


1978

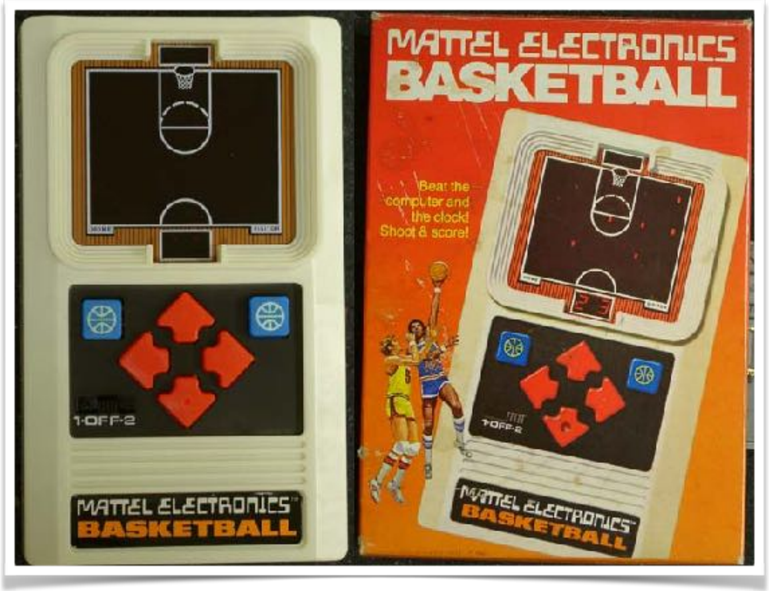


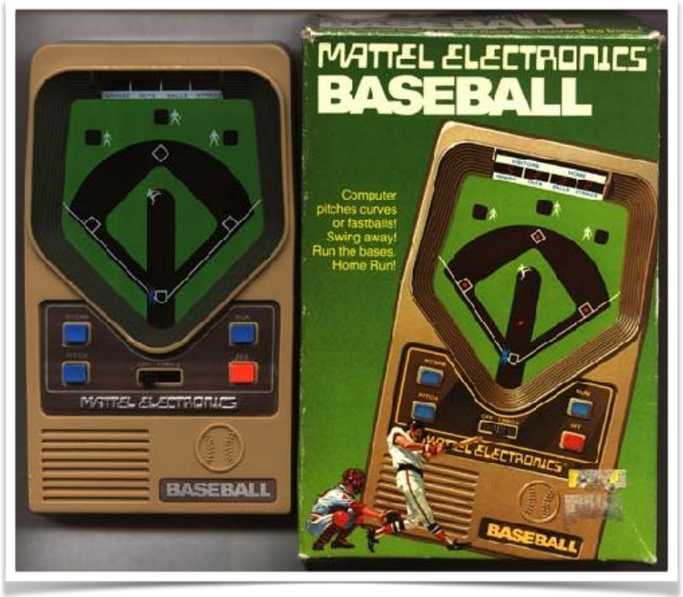
1979

1980



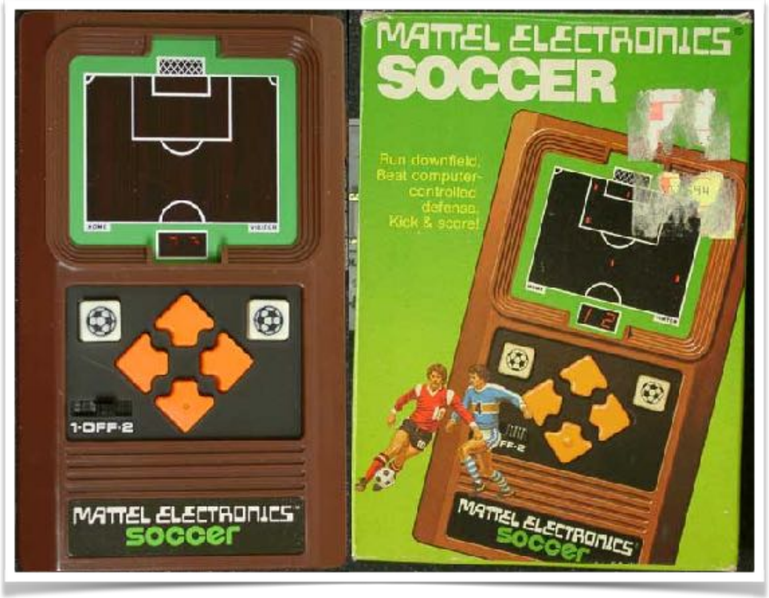
1982

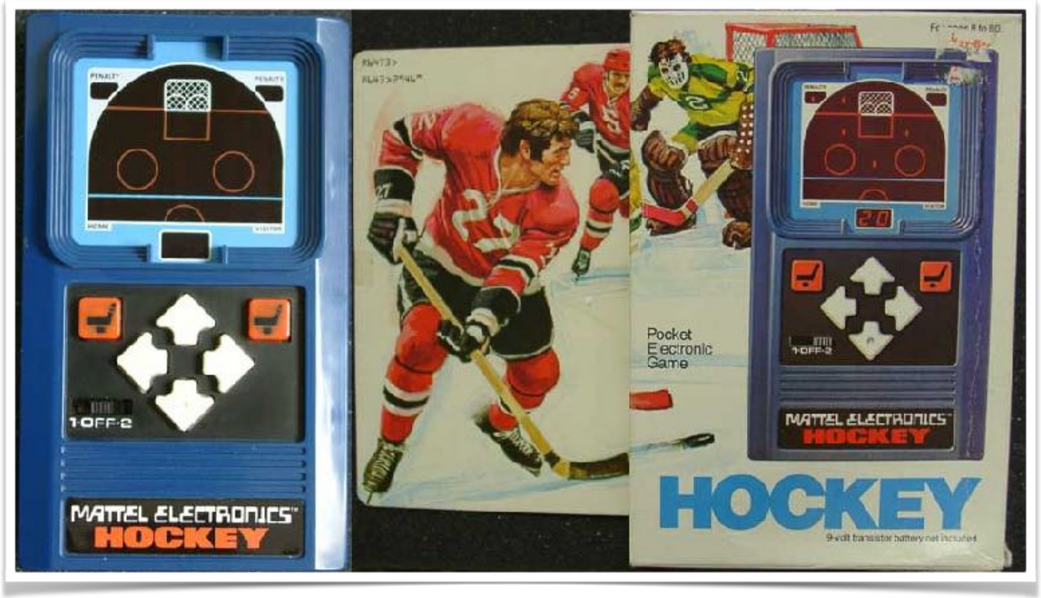




Mattel Electronics ab 1978

http://www.handheldmuseum.com/Mattel/index.html





Naive Repräsentation

Arbeiten von nicht künstlerisch ausgebildeten Personen (* Autodidakten) aus verschiedenen Gesellschaftsschichten […] Bei den Darstellungen handelt es sich häufig um die Wiedergabe der persönlichen Wunschträume des Kunstschaffenden. Die Naive Kunst spiegelt oft die so genannte „heile Welt“ wider. Die Gestaltungen sind meist naturalistisch, aber unter Missachtung von Perspektive und Anatomie ausgeführt.

http://www.beyars.com/kunstlexikon/lexikon_6234.html

World Series Major League Baseball (1983)

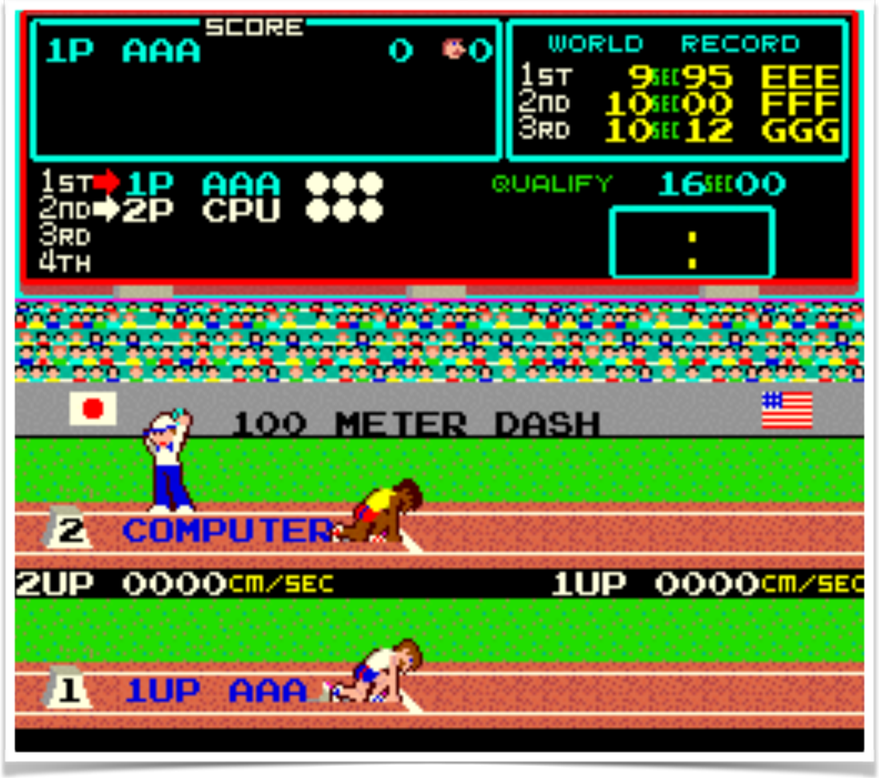
Super NFL Football (1983)

„In between 1980 and 1985, practically every kind of sport had a game released in it's honor. Included in that were horse racing, bull fighting, rock climbing, and professional wrestling.“

http://www.businessinsider.com.au/sports-video-games-history2011-2013-03

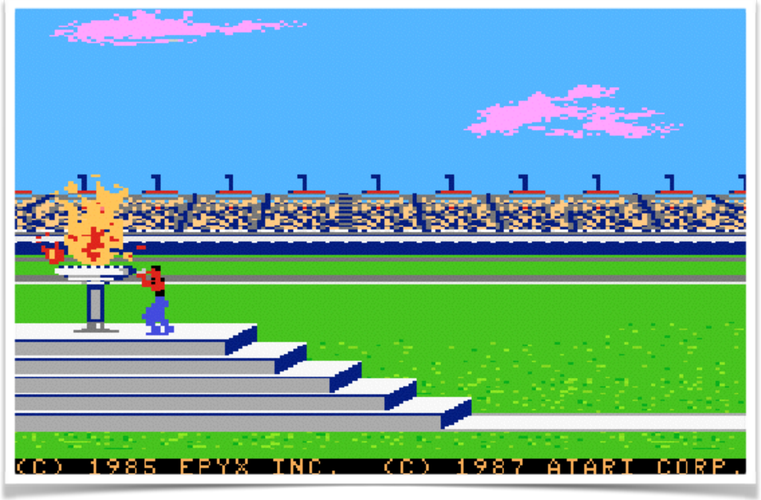
Track and Field

https://www.youtube.com/watch?v=RLeNExXflkc



Konami, 1983, mimetische Interfaces

Olympia



Summer Games (1984)

Winter Games (1985)

Fantastic Sports Video Games

Speed Ball (1988)

Brutal Sports Football (1993)

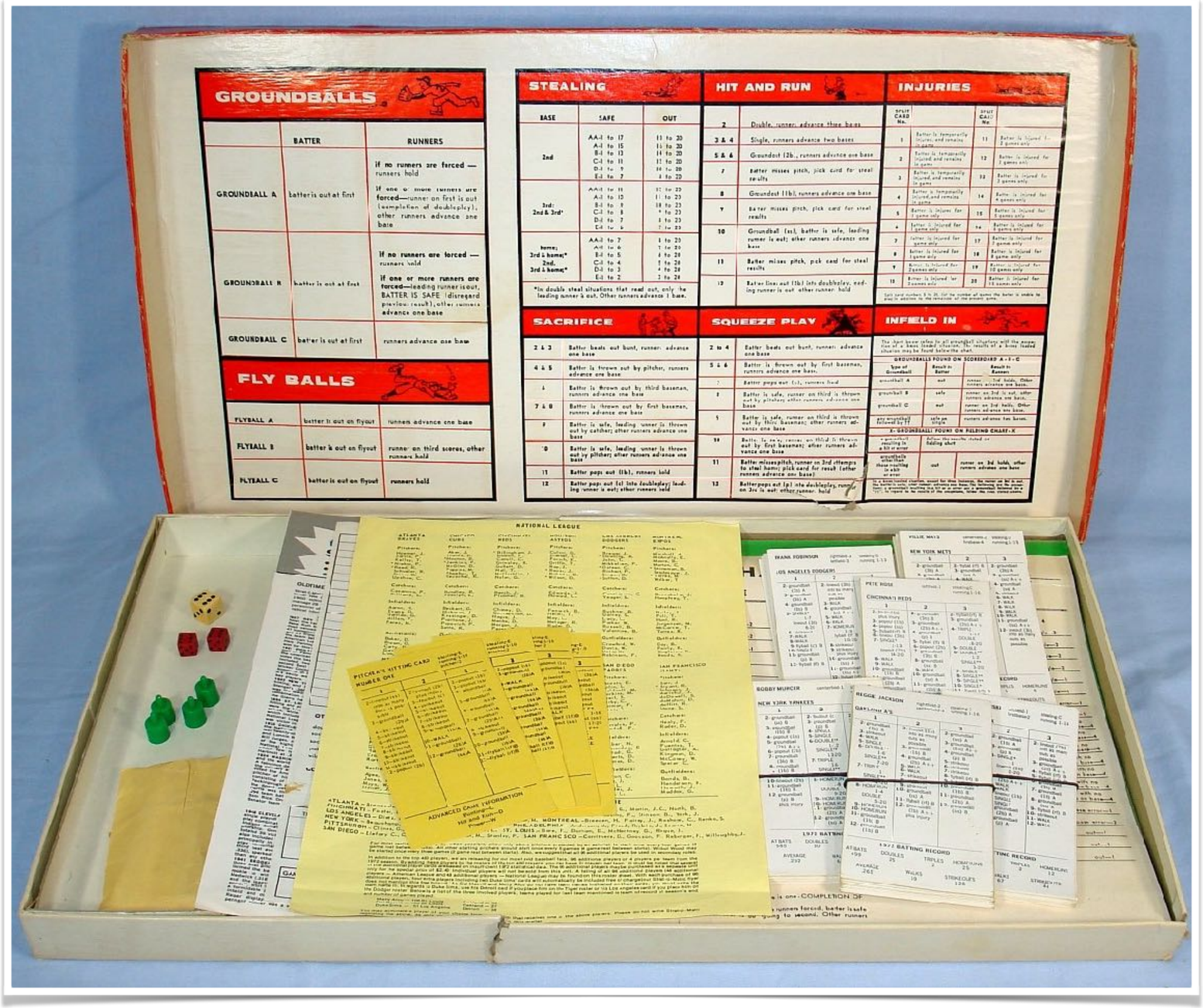
Blood Bowl (1995)

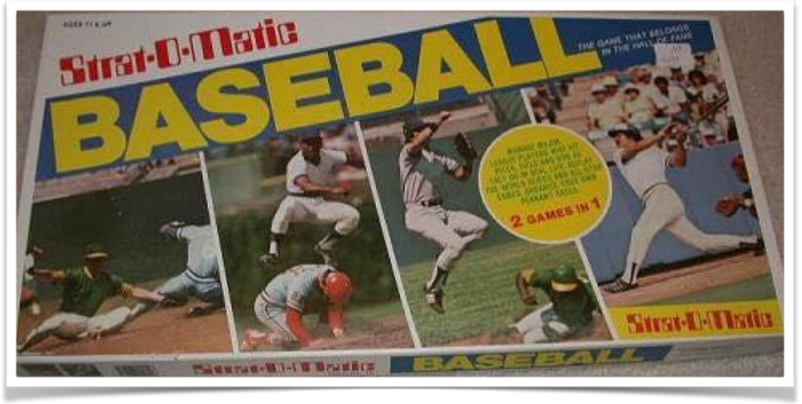
Parametrisierung

APBA (1951)

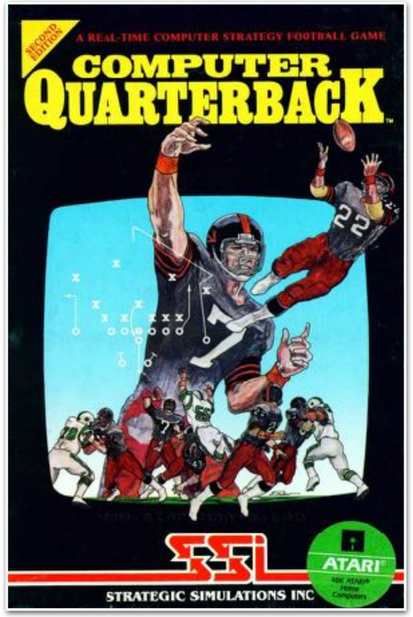
American Professional Baseball Association

Strat-O-Matic (1961)

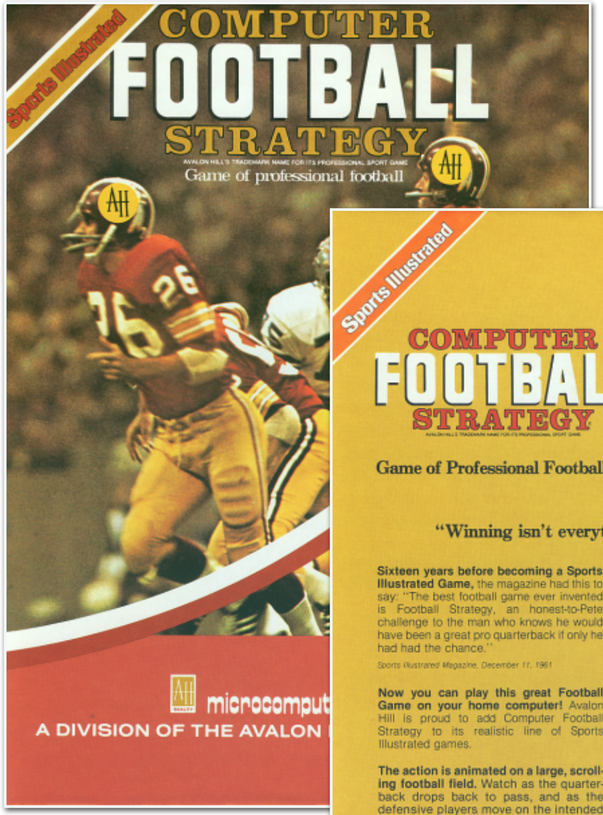




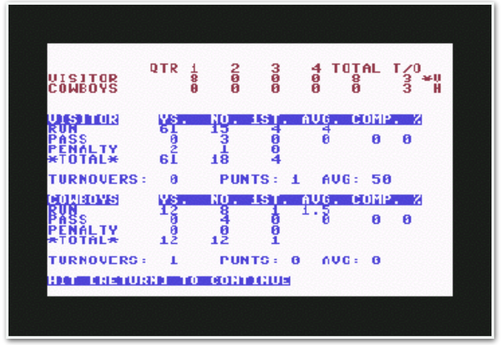
Football



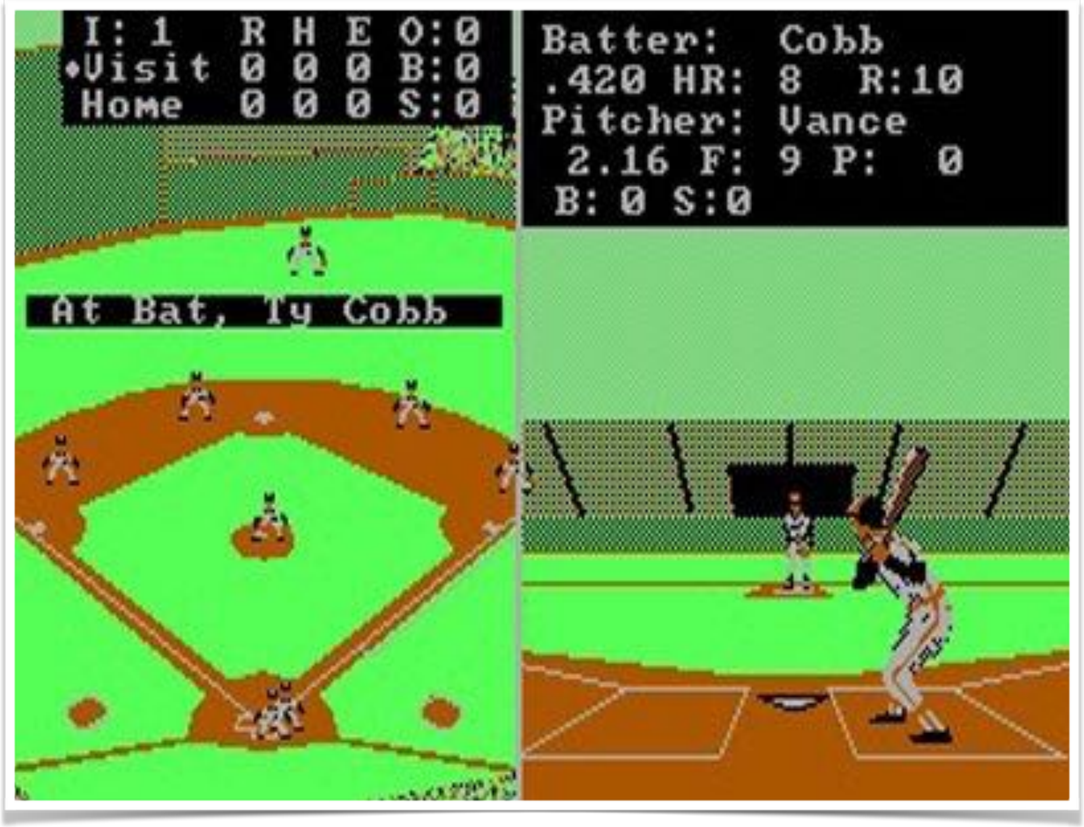
http://www.atarimania.com/game-atari-400-800-xl-xe-computer-quarterback_1297.html



1983



Early Waver Baseball



Electronic Arts, 1987

- Komplette Spielsaison
- Arcade & Manager Modus
- Single Pitch Mode
- Stimmsynthese (Amiga)
- Stadien
- Einbeziehen von Baseball-Profis
- Spieler-Statistik
- Jährliche Mannschaft-Statistik
- Spielerlizenzen
- Spieler-KI

Sport-Management-Spiele

z.B.

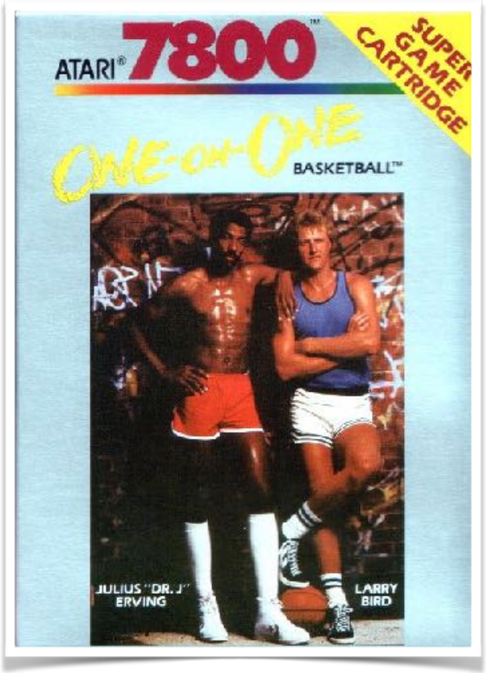
- Bundesliga Manager (ab 1989)
- Anstoß – Der Fußballmanager (1993-2006)
- Radsport Manager Pro (2001-2002)
- Fußball Manager (2002-2013)
- Football Manager (2005)
- Football Manager Live (2008)

Fußball Manager

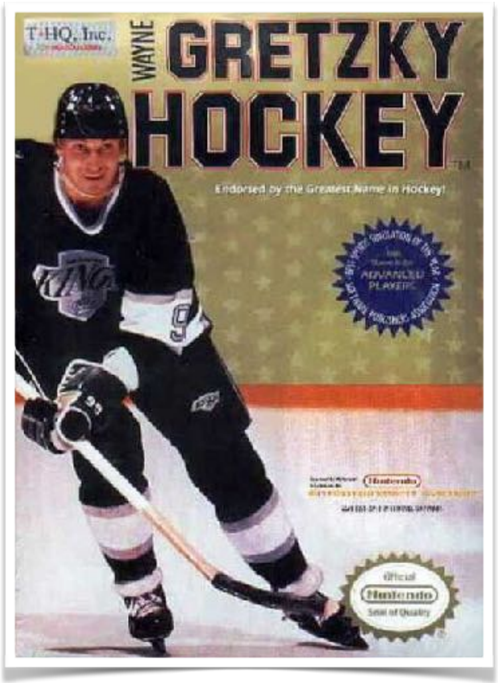
EA Fußball-Manager 2011

Online Fußball-Manager
http://www.onlinefussballmanager.de/

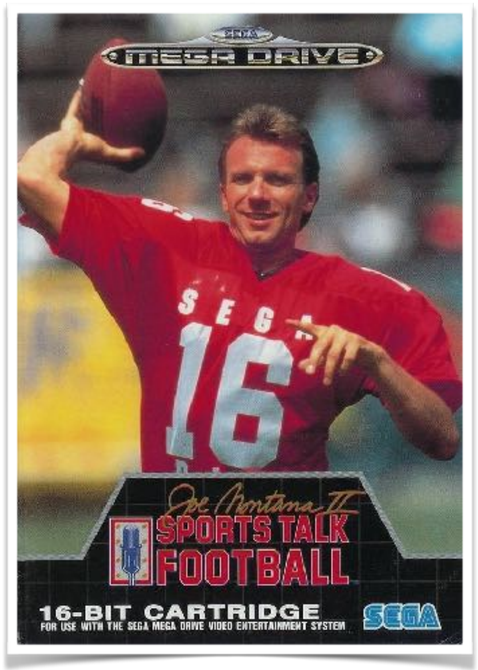
Sportler-Namen



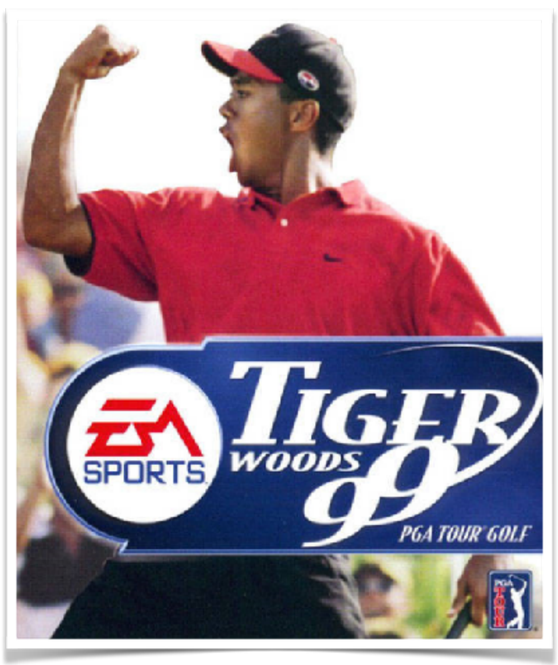
Dr. J and Larry Bird (1983)



Wayne Gretzky Hockey (1988)



Joe Montana Football (1991)

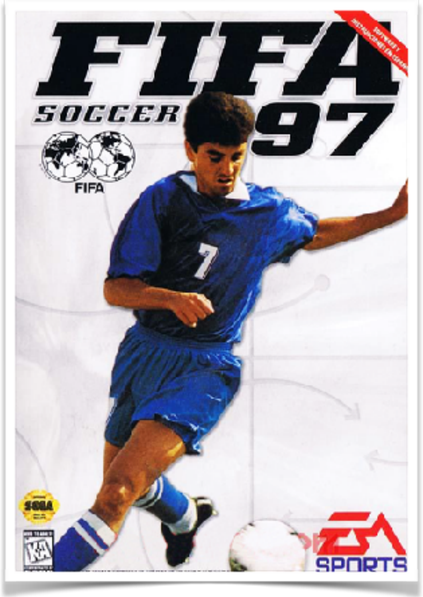


Tiger Woods PGA (1998)

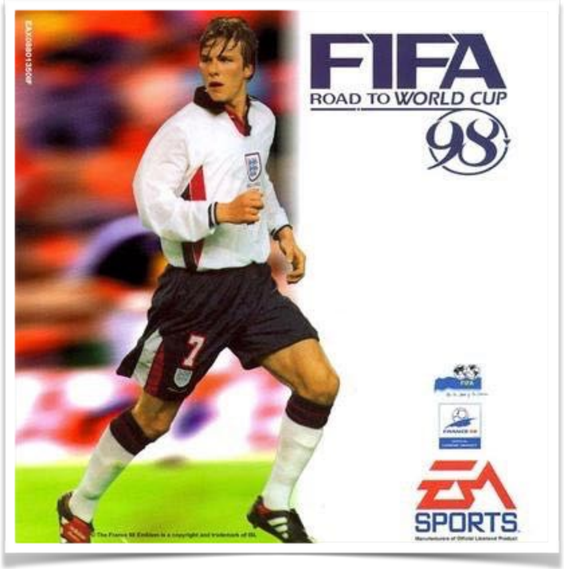
Lizenzen

http://esport.kicker.de/esport/fussball/611141/artikel_fifa-lizenzen_als-heini-lenhardt-noch-tore-schoss.html

Spielernamen
FIFA Soccer 96



12 Ligen
FIFA Soccer 97

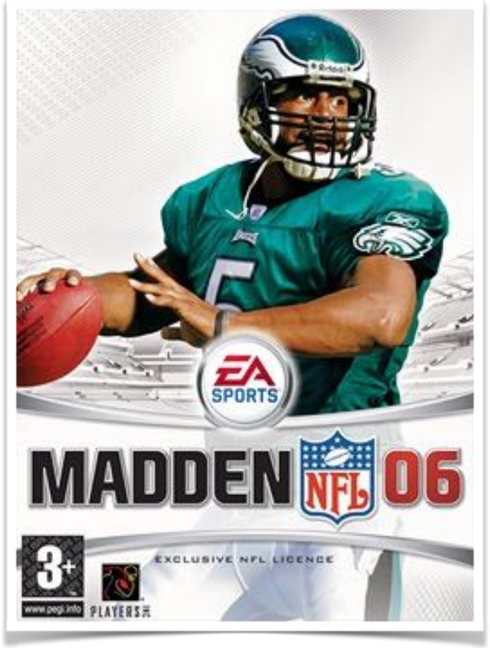


174 Nationalmannschaften
FIFA 98 - Road to Worldcup

Exklusiv-Verträge

„On December 13, 2004, Electronic Arts began a string of deals that granted exclusive rights to several prominent sports organizations, starting with the NFL. This was quickly followed with two deals in January 2008 securing rights to the AFL and ESPN licenses.“

https://www.wikiwand.com/en/Sports_game



„The deal grants EA exclusive rights to the likenesses and names of all players, stadiums, logos, and jerseys.“

Face Scans

FIFA 2015

NBA Live 14 vs. NBA Live 15

https://www.youtube.com/watch?v=zEpCipFC2AY

Motion Capturing

https://www.youtube.com/watch?v=0zoRe4DNzmg

https://www.youtube.com/watch?v=3TxTywy8dsA

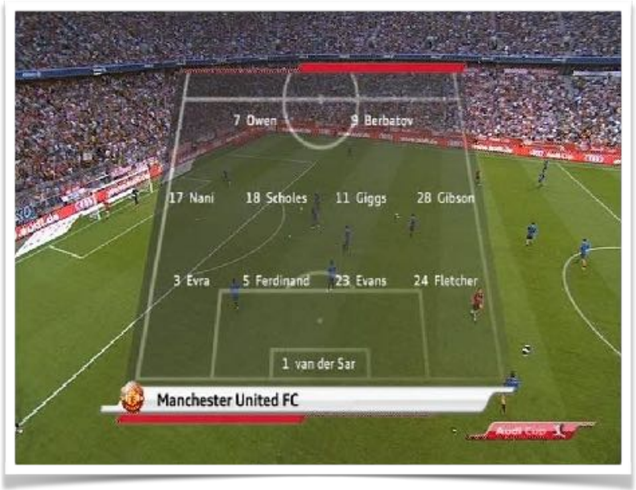
https://www.youtube.com/watch?v=TjW6xMA-ss8

https://www.youtube.com/watch?v=eRF2eiSKN3M

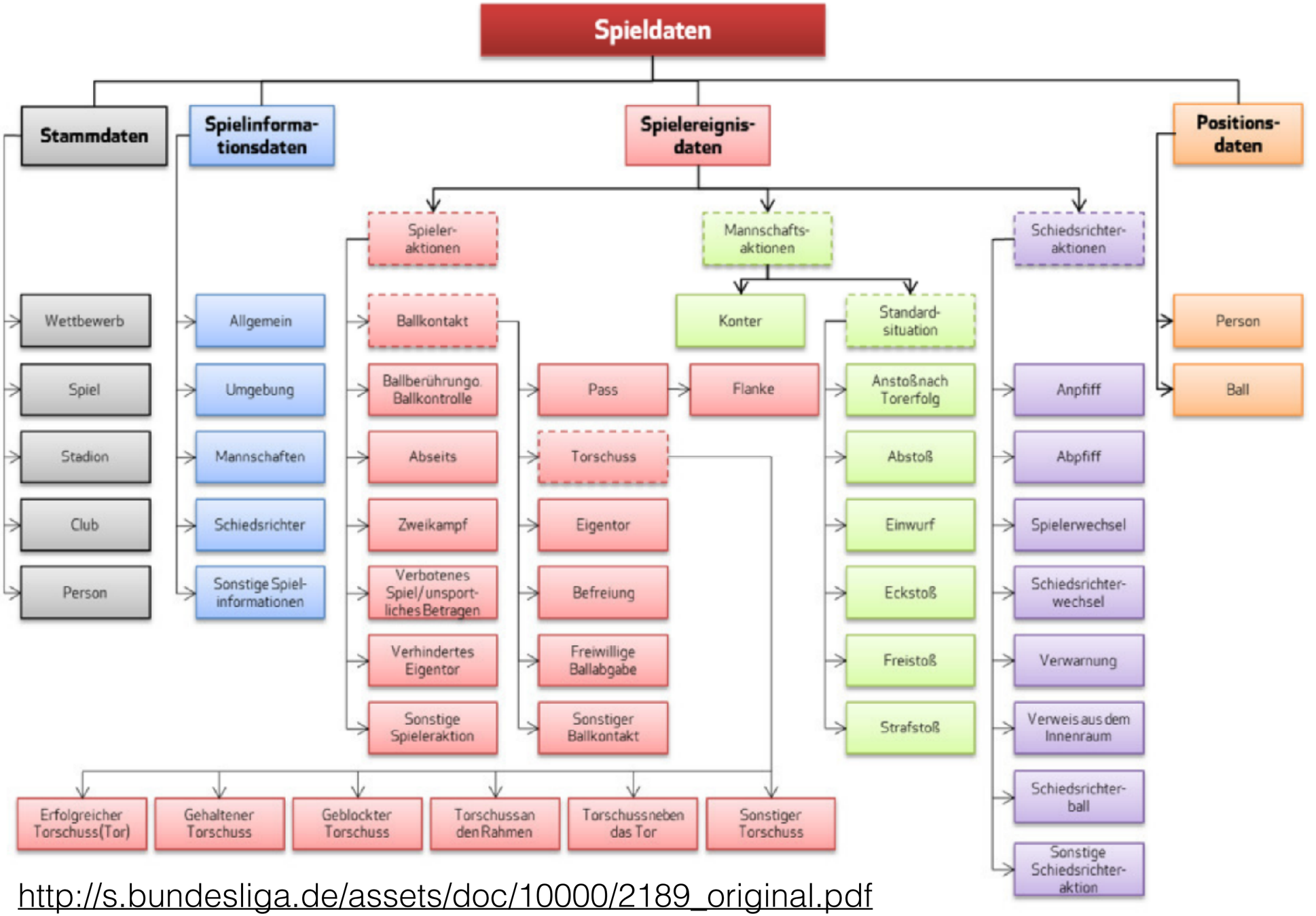
Leistungsdaten

DFL: Definitionskatalog Offizielle Spieldaten, seit 2011

„Wie viele Meter ein Spieler läuft, wie schnell er mit und ohne Ball am Fuß ist, wie häufig und welche Strecke er sprintet, wie lange er für die Regeneration danach braucht, wie viele Pässe ankommen oder eben nicht, wo er sich auf dem Spielfeld bewegt, wie viele Zweikämpfe er bestreitet und gewinnt oder verliert.“
http://www.welt.de/print/wams/sport/article13530635/Der-glaeserne-Profi.html



„Pro Spiel werden mehr als 2.000 Ereignisse festgehalten. Jeder einzelne Ballkontakt wird dokumentiert, jeder Pass, Zweikämpfe, Fouls, Schüsse, Tore, gelaufene Distanz, Anzahl an Sprints u.v.m. Gelbe und Rote Karten werden sofort nach dem Spiel mit dem Schiedsrichter verifiziert.“
http://www.bundesliga-datenbank.de/de/products/



http://s.bundesliga.de/assets/doc/10000/2189_original.pdf

SAISONSTATISTIK

Einsätze	-
Einsätze Startelf	-
Spielminuten	-
Einwechslungen	-
Auswechslungen	-
Ballbesitzphasen	-

Gelbe Karten	-
Gelb-Rote Karten	-
Rote Karten	-
Fouls am Gegner	-
Gefoult worden	-

	K	L	R	S	Grafik
Tore	-	-	-	-	i
Torvorlagen					-
Torschüsse					-
Torschussbeteiligung					-
Eigentore					-
Elfmeter					-
Elfmeter verwandelt					-

geh. Torschüsse in %	-
geh. Elfmeter	-
Glanzparaden	-
Zu Null Spiele	-
gehaltene Torschüsse	-
Gegentore	-
abgefangene Flanken aus dem Spiel	-
ang. Abschläge	-
angek. Abwürfe	-
abgefangene Ecken	-

http://inside11.de/statistik/

PÄSSE AUS DEM SPIEL

Gesamt -

- angekommen in %

FLANKEN AUS DEM SPIEL

Gesamt -

- angekommen in %

ZWEIKÄMPFE

Gesamt -

- gewonnen in %

in der Luft -

- gewonnen in %

am Boden -

- gewonnen in %

Like 3 Tweet

FUTHEAD RATINGS

Attacker Rating	78
Creator Rating	95
Defender Rating	94
Beast Rating	78
Heading Rating	76
Total Stats	510
Total IGS	2426

PRICES | CHEMISTRY | TRAITS & SPECIALITIES

BIN AND PRICE RANGE

PS4	128.000 (4 MINUTES AGO)	??? / ???
Xbox	130.000 (4 MINUTES AGO)	??? / ???
Other	??? (???)	??? / ???

Philipp Lahm

INFO | IN GAME RATINGS

Club	FC Bayern München
League	Bundesliga
Nation	Germany
Source	TOTS-BUNDESLIGA
Skill Moves	3 ★
Weak Foot	3 ★
Strong Foot	Right
Age	32
Height	170cm | 5'6"
Workrates	Medium / High
	121939

PACE		SHOOTING		PASSING		DRIBBLING		DEFENDING		PHYSICAL	
75		70		95		96		94		80	
Acceleration	76	Positioning	86	Vision	95	Agility	93	Interceptions	99	Jumping	90
Sprint Speed	75	Finishing	58	Crossing	97	Balance	99	Heading	68	Stamina	98
		Shot Power	71	Free Kick	68	Reactions	99	Marking	94	Strength	73
		Long Shots	81	Short Passing	99	Ball Control	98	Standing Tackle	95	Aggression	72
		Volleys	82	Long Passing	91	Dribbling	93	Sliding Tackle	99	Composure	94
		Penalties	88	Curve	89						

http://www.futhead.com/17/players/61004/philipp-lahm/

89 88 87

Tweet

Overview	
Attacker Rating	70
Creator Rating	93
Defender Rating	92
Beast Rating	77
Heading Rating	72
Total Stats	491
Total IGS	2309

Philipp Lahm BIN and Price Range

340.000	235.000	383.000
4 days ago	7 days ago	1 day ago
???	???	???
???	???	???

Skills & Feet

Skill Moves: 3 ★ | Weak Foot: 3 ★ | Strong Foot: Right

Philipp Lahm

Club	FC Bayern
League	Bundesliga
Nation	Germany
Source	MOTM
Age	31
Height	170cm | 5'6"
Workrates	Medium / High

Traits

Dives Into Tackles, Leadership, One Club Player

Specialities

Dribbler, Crosser, Tackler, Tactician, Acrobat, Complete Defender

FIFA 16 CAREER MODE

Pace	78
Acceleration	80
Sprint Speed	76

Dribbling	91
Agility	88
Balance	99
Reactions	97
Ball Control	93
Dribbling	87

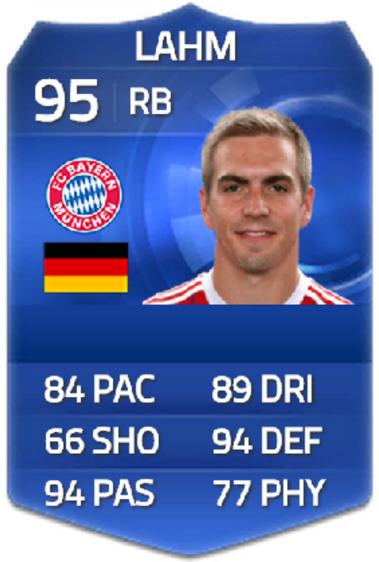
Shooting	62
Positioning	76
Finishing	52
Shot Power	63
Long Shots	71
Volleys	73
Penalties	78

Defending	92
Interceptions	98
Heading	66
Marking	92
Standing Tackle	92
Sliding Tackle	99

Passing	92
Vision	90
Crossing	92
Free Kick	64
Short Passing	96
Long Passing	92
Curve	84

Physical	76
Jumping	82
Stamina	96
Strength	67
Aggression	66

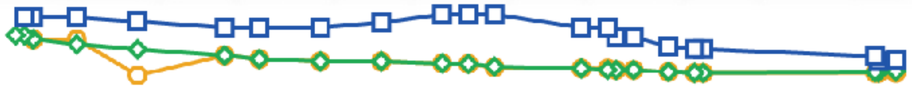
http://www.futhead.com/16/players/26515/philipp-lahm/



88 87

600.000
1.100.000

230.000
350.000



FUTHEAD RATINGS

73	Attacker Rating
95	Creator Rating
94	Defender Rating
78	Beast Rating
74	Heading Rating

http://www.futhead.com/

SKILLS

91	Ball Control
94	Crossing
86	Curve
86	Dribbling
55	Finishing
66	Free Kick Accuracy
69	Heading Accuracy
94	Long Passing
77	Long Shots
94	Marking
85	Penalties
98	Short Passing
67	Shot Power
99	Sliding Tackle
95	Standing Tackle
78	Volleys

PHYSICAL

85	Acceleration
89	Agility
99	Balance
83	Jumping
99	Reactions
84	Sprint Speed
99	Stamina
68	Strength

MENTAL

67	Aggression
81	Positioning
99	Interceptions
94	Vision

STATS

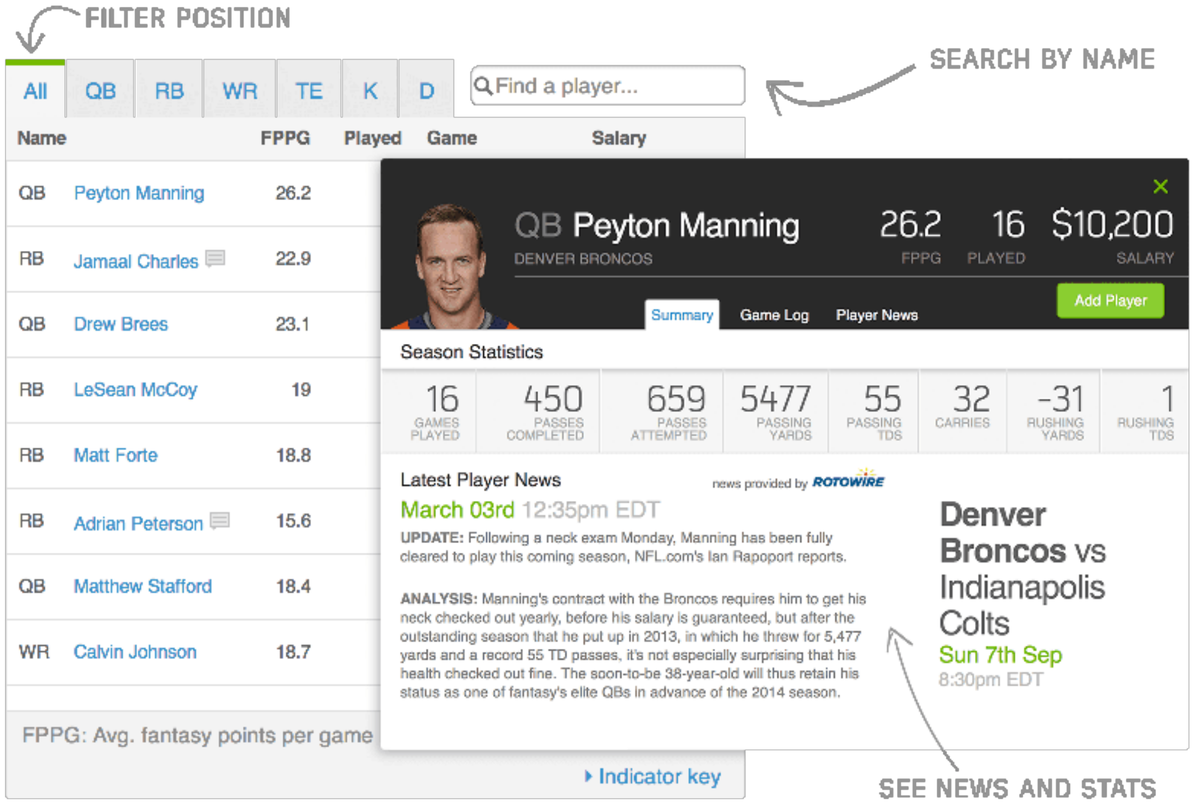
504	Total Stats
2381	Total InGame Stats

Philipp Lahm

Club	FC Bayern
League	Bundesliga
Nation	Germany
Source	Team of the Year
Position	RB
Age	30
Height	170cm | 5'6"
Foot	Right
Attack Workrate	High
Defensive Workrate	High
Weak Foot	3 ★
Skill Moves	3 ★
Traits	

Mixed Reality: Fantasy Sports

http://sports.yahoo.com/video/fantasy-football-220104852.html

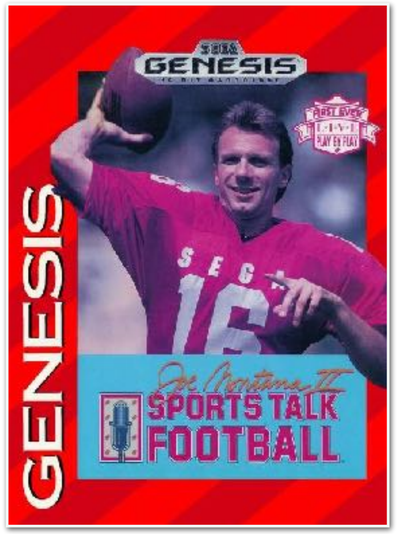


https://fantasyfootballers.org/how-to-play-fantasy-football/dfs-league-rules/

http://de.uclfantasy.uefa.com/UEFA/15813/clienthome.do

Mediatisierung

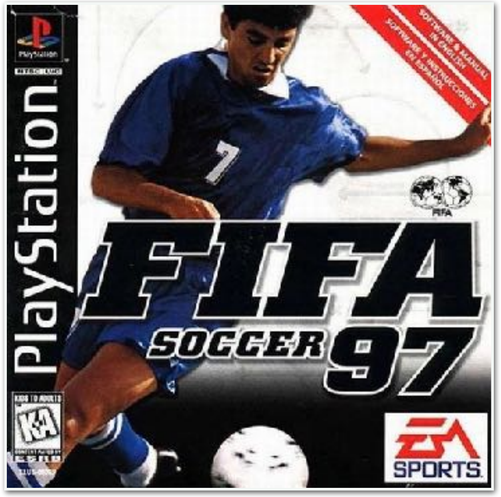
Kommentare



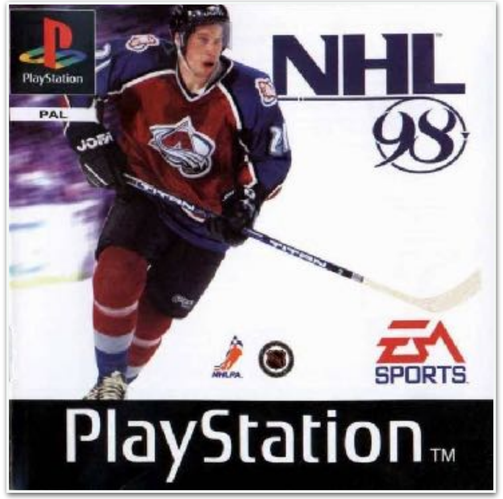
1991

Joe Montana II: Sports Talk Football

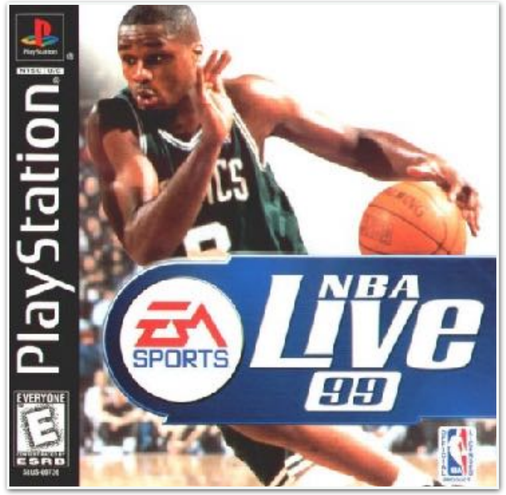
https://www.youtube.com/watch?v=nnvs5B_8ISo



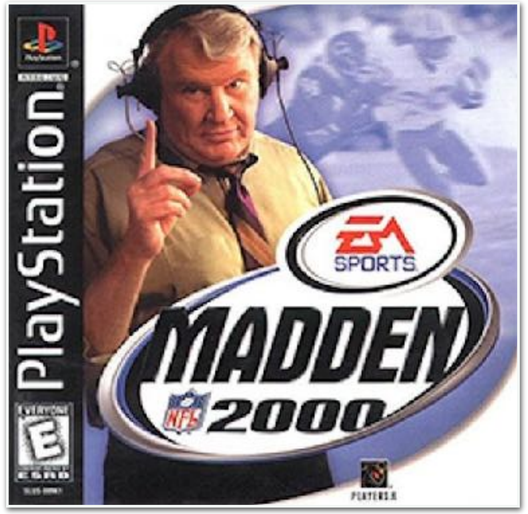
FIFA ‘97



NHL ‘98



NBA Live ‘99



Madden 00, 01

Werbung

http://www.ea.com/1/advertise

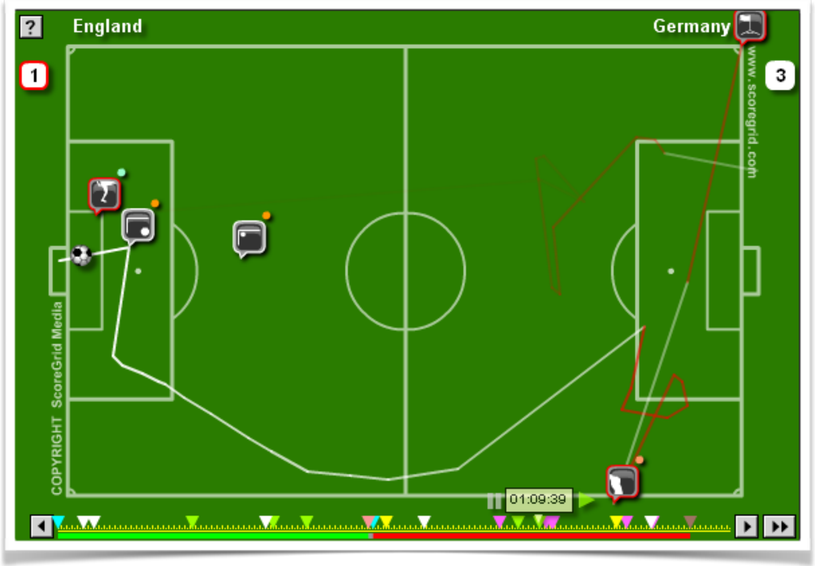
Static Advertisement
FIFA International Soccer (1994)

Only gamers playing online in 10 states can see the ads, which appear as stadium signage or billboards, Rockwood said. (The ads are downloaded when gamers log on to the Xbox Internet service.) Unsurprisingly, all 10 states are swing states: Colorado, Florida, Iowa, Indiana, Montana, North Carolina, New Mexico, Nevada, Ohio and Wisconsin. President Bush won all of those states in 2004 except for Wisconsin.
The other Xbox games where the ads appear are "Burnout Paradise," "NASCAR 09," "NHL 09," "NBA Live 08," "Need For Speed: Carbon," "Need For Speed: ProStreet," "NFL Tour," and "Skate."

Wechselwirkung

https://designforschung.wordpress.com/2010/07/08/der-fussball-in-zeit-und-raum/

Heatmap 2. Spielhälfte Deutschland - England mit Layer Torschüsse.



Tracking des Balles: Der Weg zum vierten Tor. weisse Linie = Ballbesitz deutsche Mannschaft.

On-Screen Graphics

Augmented Televised Reality

http://www.sportvision.com/

http://insights.globalspec.com/article/726/yellow-line-green-turf-the-innovations-that-drove-sport-action-tracking

Fußnote: Re-Remediation

Pixar: Cars

„Even the race graphics are copies of the real thing, INCLUDING the fact that they never quite get the sensors calibrated correctly, so the pointers are often behind the car.“
http://wonderduck.mu.nu/anime/it_aint_all_japanese_animation_folks...

„Pointers have become an expected part of the motorsports broadcast and have even been featured in the Pixar blockbuster Cars, which gave a huge audience a fun portrayal of one of America’s most popular sports. For a real, live event though, the precision of the pointers is unmatched with military grade GPS which allows Sportvision to track cars within 2cm of accuracy.“
https://www.sportvision.com/motorsports/pointers

Augmented Reality

Impire Tactic Table

How Augmented Reality Will Change Sports And Build Empathy

https://www.ted.com/talks/chris_kluwe_how_augmented_reality_will_change_sports_and_build_empathy?language=de

Simulation

„If it's in the game it's the game!“ (EA)

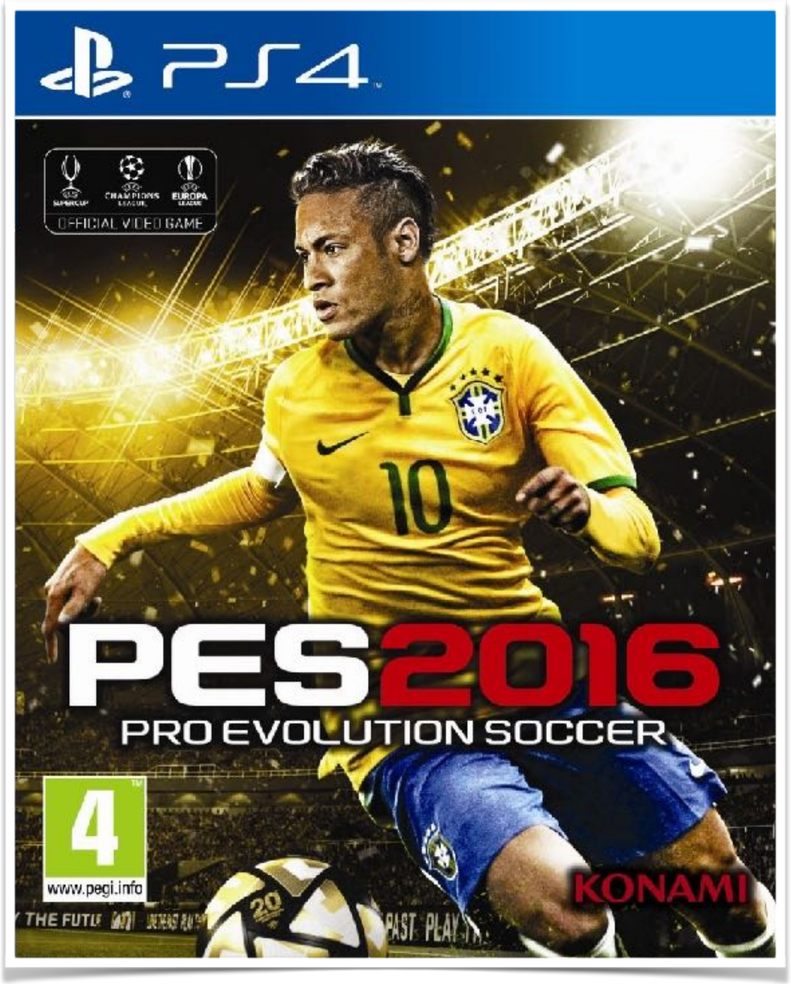
AV-Realismus (Stadien, Facescan, Trikots, Animationen, Fangesänge, Sprecher)

Narrativer Realismus (Plot: Turnier; Figuren: Teams und Spieler; Setting: Stadien; Erzählung: Kommentare)

Ludischer Realismus (Spieler-Parameter, Ball-Physik, Gegner-KI)

Performativer Realismus (Interfaces)

Qualitätsmerkmale von Fußballspielen



- Torhüter-KI
- Torraumszenen
- Mitspieler-KI
- Pässe und Flanken
- Spielablauf
- Ballphysik
- Spieleranimation
- Atmosphäre
- Kommentatoren
- Match-Statistik
- Lizenzen
- Steuerung
- Multiplayer

Extremsportarten

Tony Hawks, ab 1999

SSX, ab 2000

Performanz: Exergames

Interpassivität

http://www.loadingartist.com/comic/waste-of-time/

Sega

https://www.youtube.com/watch?v=ql-UZv3AS-E

Dance Dance Revolution

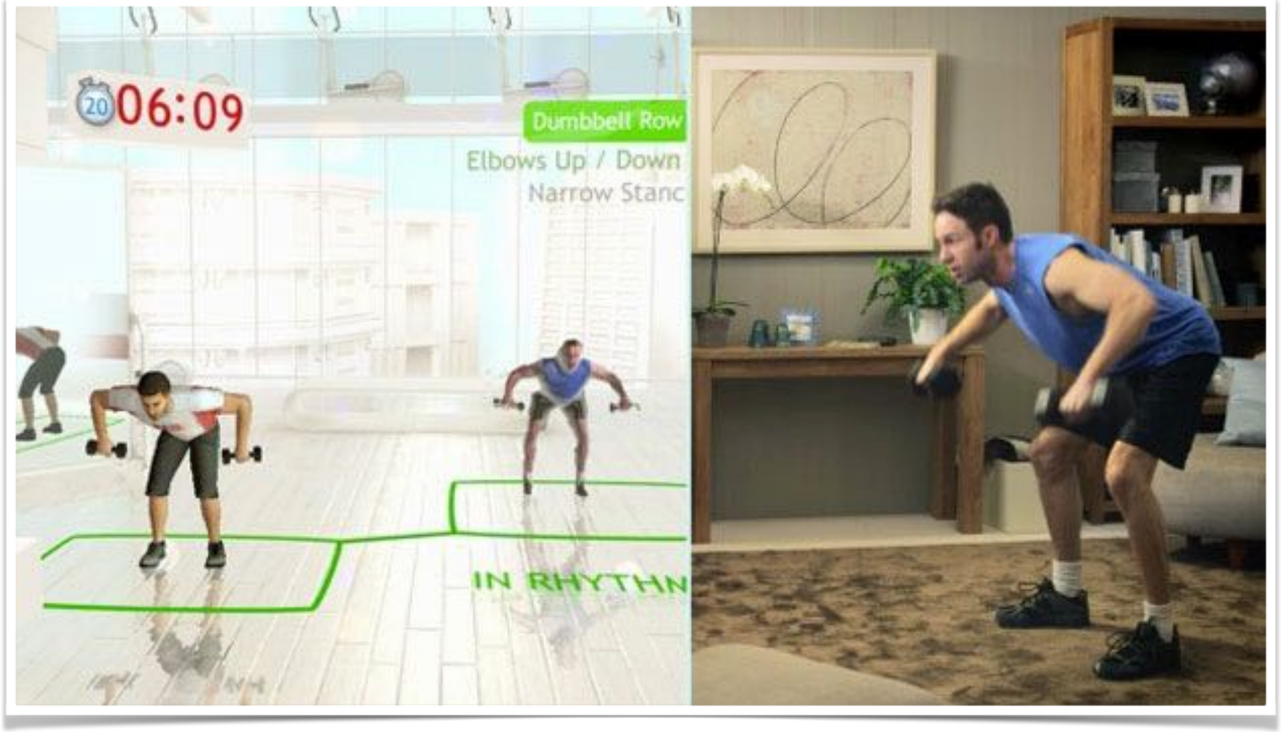
http://gamerfitnation.com/it_gamingnews/2013/01/dance-dance-revolution/

Wii Mote

82.69 million.

MS Kinect

Project Natal



PS Move

PS3
PlayStation Network
PlayStation Move Required
Only On PlayStation
YOU'LL NEED THESE
SPORTS CHAMPIONS
12
www.pegi.info
SONY
COMPUTER ENTERTAINMENT

VR Sports

CHAMPIONS
1 DOWN
10 TO GO
VR SPORTS CHALLENGE
SCARLET VENGEANCE

Neue Sportarten

Werbung
https://www.youtube.com/watch?v=pO2vMQP09Ys

Gameplay
https://www.youtube.com/watch?v=BPAIn0rKNTw

CCP: Sparc