

# Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

Computerspielelemente

Prof. Dr. Jochen Koubek



# Computerspielelemente

## Formale Elemente

Spieler

Ziele

Abläufe

Regeln

Ressourcen

Konflikte

Grenzen

Ergebnis

## Dramatische Elemente

Herausforderung

Spiel

Hintergrund

Charakter

Geschichte

Dramatischer Bogen

# Formale Elemente



Single Player vs. Game



Multiple Individual Players vs. Game



Player vs. Player



Unilateral Competition



Multilateral Competition



Cooperative Play



Team Competition

auch:  
**Kombinationseffekte!**  
(BSP Mario Kart)



Bomberman



Spy vs. Spy



Gauntlet

# Spieler

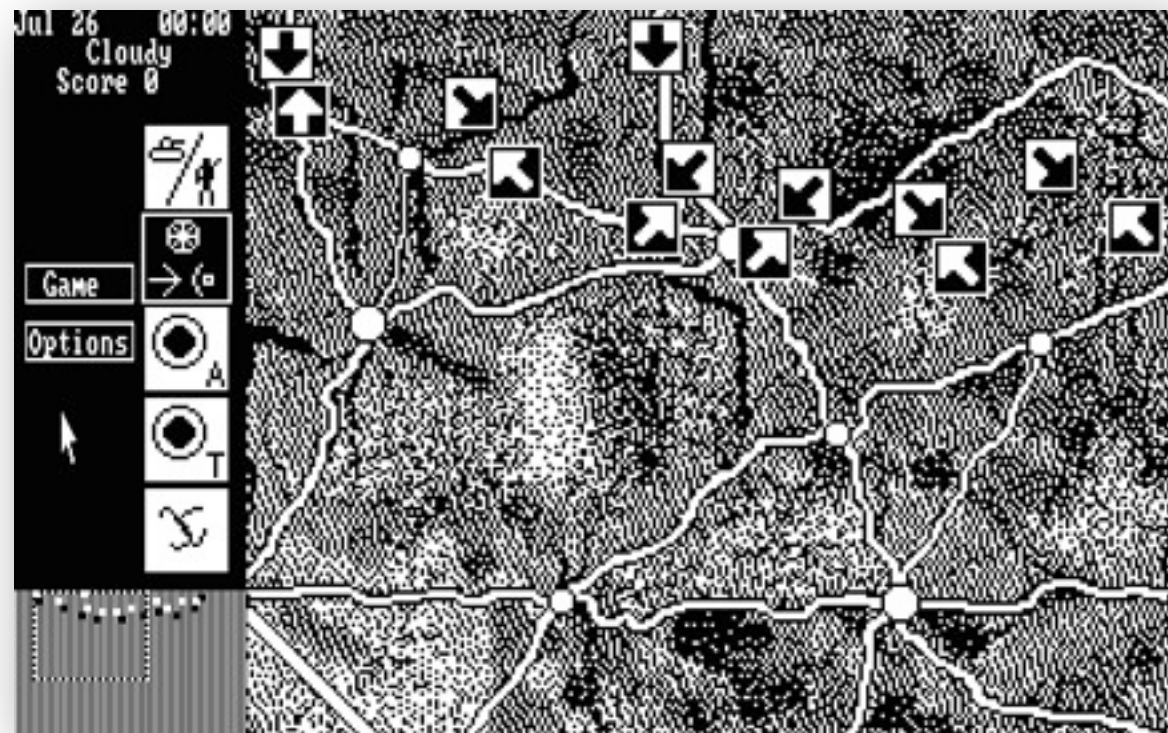


Descent

Portal



# Umgebungen



Patton vs. Rommel

Pool of Radiance





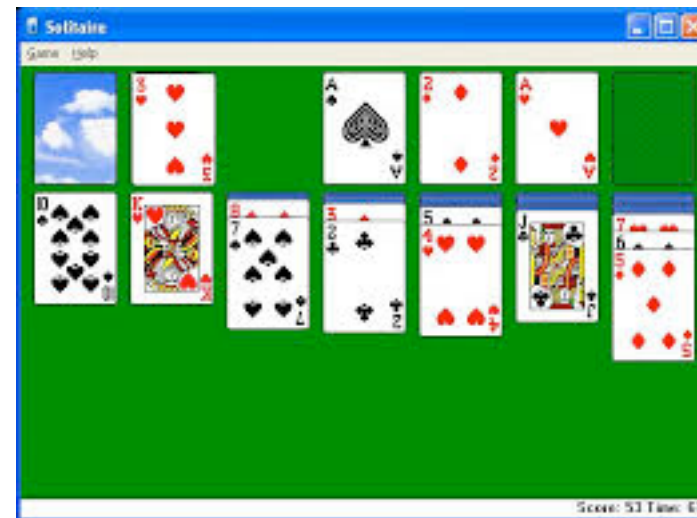
Fangen: [Pokemon Ranger](#)



Austricksen: [Assassin's Creed](#)



Wettrennen: [Outrun](#)



Anordnen: [Solitaire](#)



Lösen: [Monkey Island](#)



Erkunden: [Proteus](#)

# Ziele

Fangen (Capture)

Jagen (Chase)

Wettrennen (Race)

Anordnen (Alignment)

Fliehen oder Retten (Rescue or Escape)

Konstruieren (Construct)

Verbotene Tat (Forbidden Act)

Erkunden (Exploration)

Lösen (Solution)

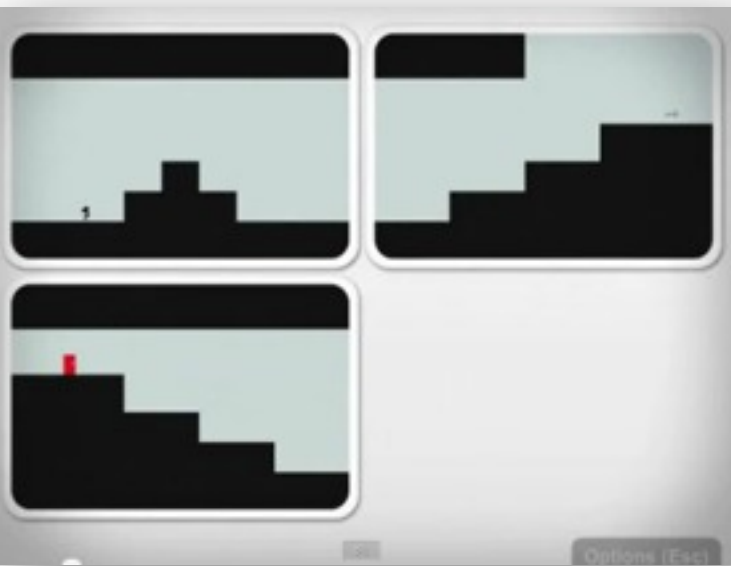
Austricksen (Outwit)

# Herausforderungen

„The point is the challenge, not the goal.“ (Chris Crawford)



sensorimotor: [Pop'n'Music](#)



spatial reasoning: [Continuity](#)



sequential reasoning: [Sokoban](#)

sensorimotor

spatial reasoning

pattern recognition

sequential reasoning

numerical reasoning

resource management

social reasoning

Quelle: Crawford, Chris (2003): On Game Design

# Handlungen

Wer macht was, wann und wie ?

## Spielerhandlungen

Anfang – Verlauf – Ende

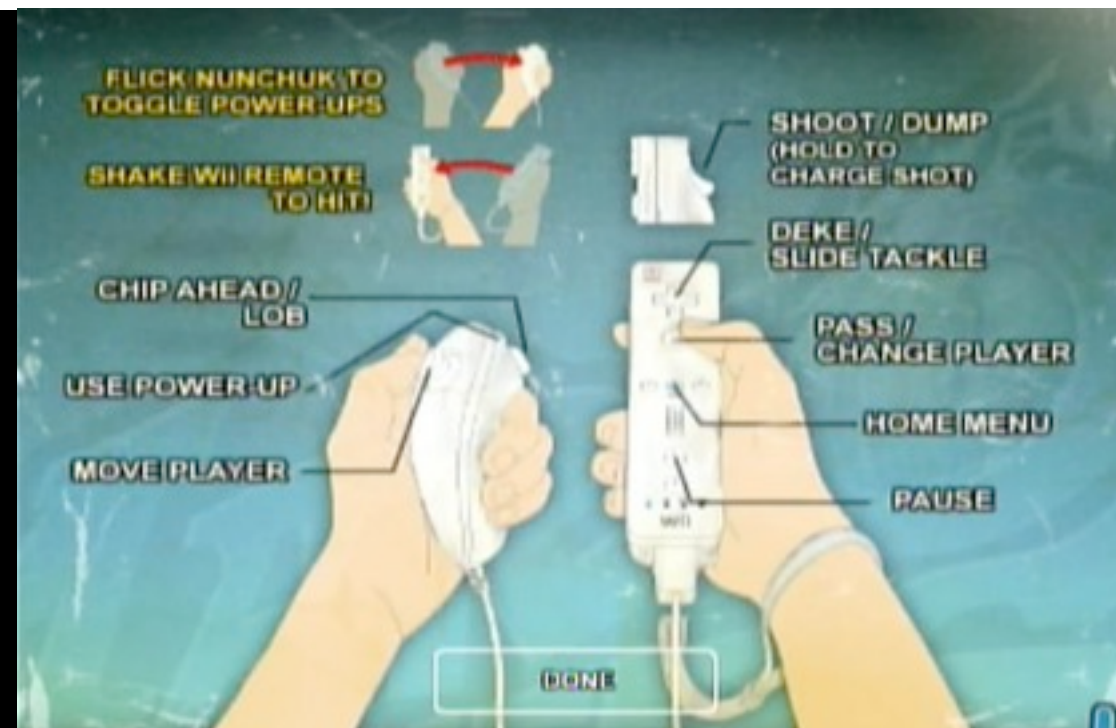
Kombinieren mehrerer Handlungen (Combos)

Bezug Handlung ↔ Controller

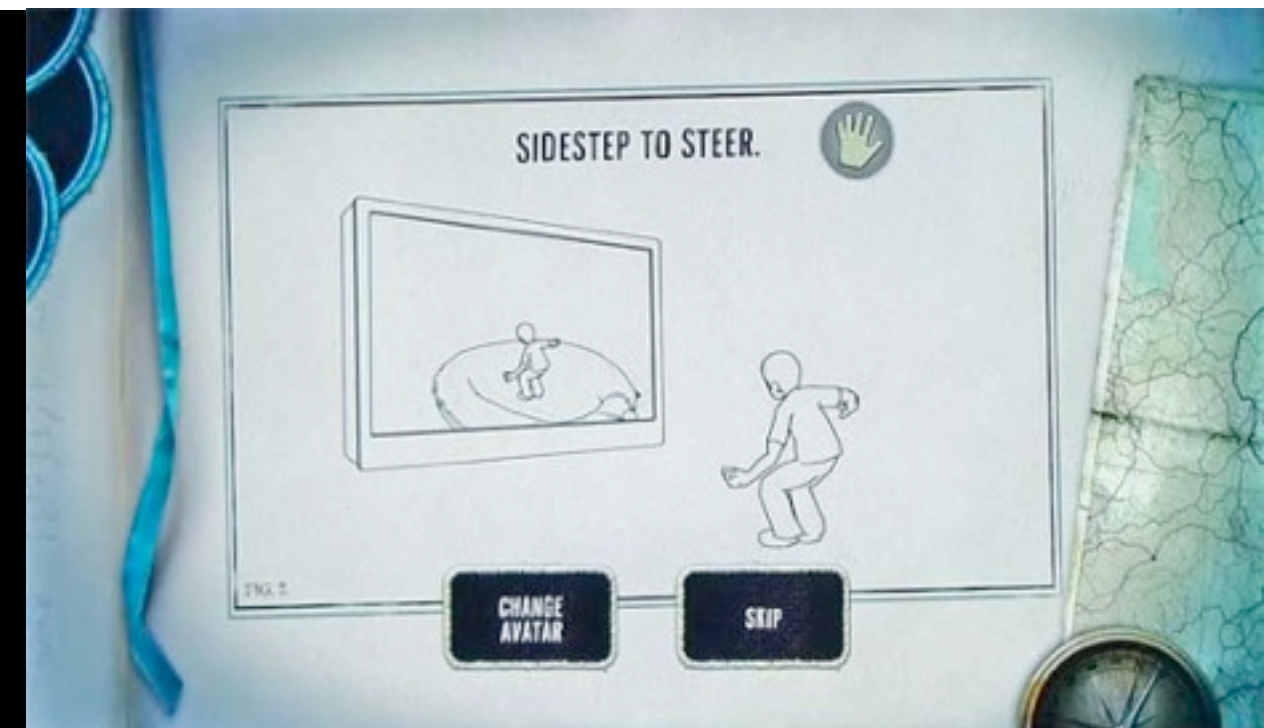
Standardisierung



GTA IV



Mario Strikers



Kinect Adventure



# Regeln

Machen das Spiel erst zum Spiel

Definieren Objekte und Konzepte

Beschränken Handlungen

Bestimmen Effekte (Wenn... dann...)

(Ausnahmen: Nomic, Magic the Gathering)



Pong

## SPACE INVADERS

### INSTRUCTIONS

- ONE OR TWO PLAYERS.
- INSERT COIN(S)
- SELECT ONE OR TWO PLAYER GAME
- TO MOVE 'LASER BASE' LEFT OR RIGHT, OPERATE THE CONTROL LEVER.
- TO FIRE LASER, PUSH 'FIRE' BUTTON
- UFO HIT GIVES PLAYER MYSTERY SCORE
- EXTENDED PLAY FOR 1500 POINTS
- GAME OVER WHEN PLAYER'S LASER BASE IS HIT 3 TIMES BY INVADER MISSILES OR WHEN INVADERS OVERRUN THE BASE
- IN TWO PLAYER MODE, PLAY ALTERNATES BETWEEN THE TWO



TAITO TAITO CORPORATION

Space Invaders

# HALL OF FAME... MARIO THE POWER-UPS



# Ressourcen

resources are assets that can be used to accomplish certain goals.

Leben

Einheiten

Eigenschaften

Währungen

Aktionen

Power-Ups

Inventar

Gebiete

Zeit

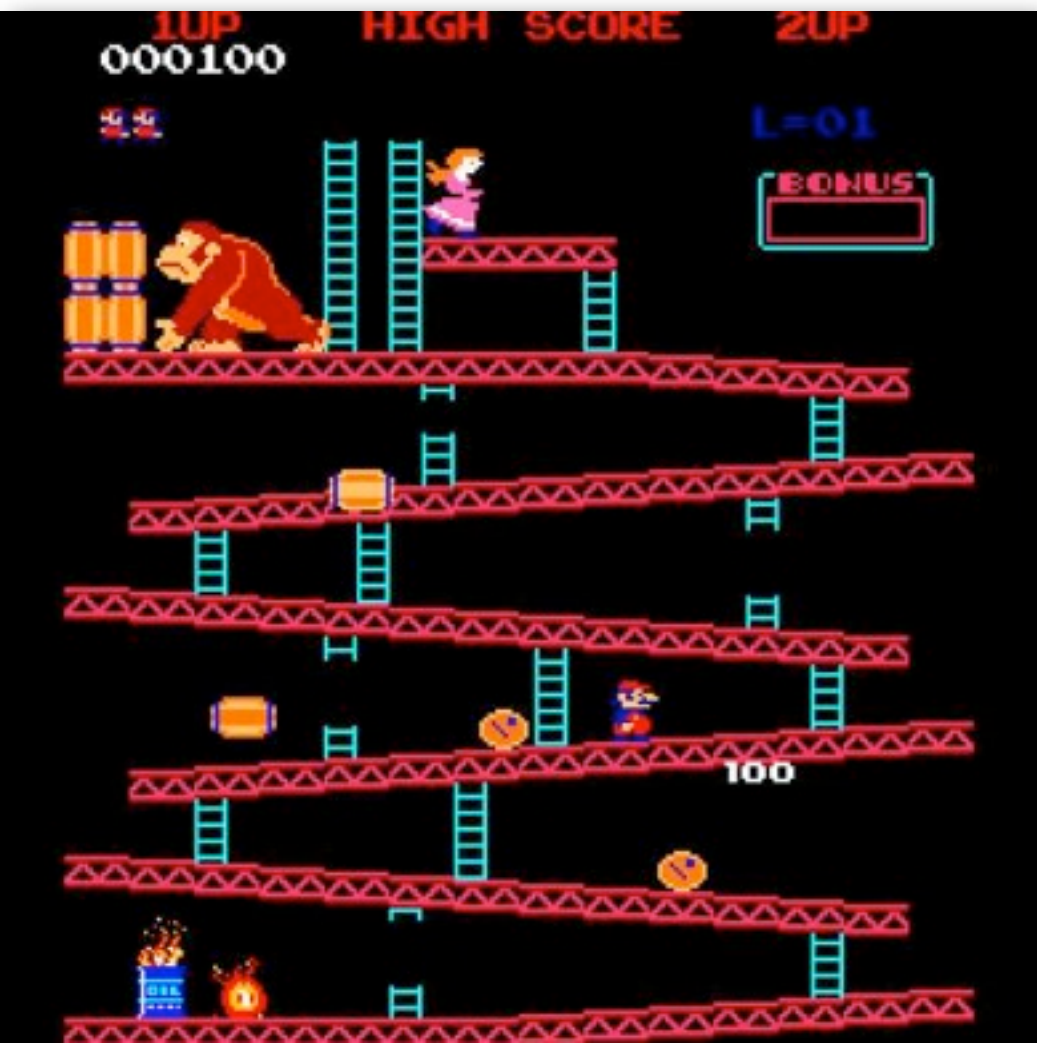
- |                           |                           |                           |                                |                            |                           |
|---------------------------|---------------------------|---------------------------|--------------------------------|----------------------------|---------------------------|
| 1. Mario (SMB)            | 11. Mini Mario (SMB2)     | 21. Mario (SMB2)          | 31. Invisible (SMB2)           | 41. Mario (SMB2)           | 51. Balloon Mario (SMB2)  |
| 2. Super Mushroom (SMB)   | 12. Super Mushroom (SMB2) | 22. Super Mushroom (SMB2) | 32. Mario (SMB2)               | 42. Super Mushroom (SMB2)  | 52. 1-Up Moon (SMB2)      |
| 3. Super Mario (SMB)      | 13. Super Mario (SMB2)    | 23. Super Mario (SMB2)    | 33. Tanooki Suit (SMB2)        | 43. Super Mario (SMB2)     | 53. Mario (SMB2)          |
| 4. Fire Flower (SMB)      | 14. 1-Up Mushroom (SMB2)  | 24. Super Leaf (SMB2)     | 34. Spiny Mario (SMB2)         | 44. Fire Flower (SMB2)     | 54. Super Mushroom (SMB2) |
| 5. Fire Mario (SMB)       | 15. Mario (SMB2)          | 25. Peewee Mario (SMB2)   | 35. Koopa (Koopa) Show (SMB2)  | 45. Fire Mario (SMB2)      | 55. Super Mario (SMB2)    |
| 6. Drummie (SMB)          | 16. Super Mushroom (SMB2) | 26. Fire Flower (SMB2)    | 36. Koopa Mario (SMB2)         | 46. Cape Feather (SMB2)    | 56. Fire Flower (SMB2)    |
| 7. Invisible Mario (SMB2) | 17. Super Mario (SMB2)    | 27. Fire Mario (SMB2)     | 37. Hammer Bros. Hammer (SMB2) | 47. Cape Mario (SMB2)      | 57. Fire Mario (SMB2)     |
| 8. 1-Up Mushroom (SMB2)   | 18. Fire Flower (SMB2)    | 28. Frog Suit (SMB2)      | 38. Hammer Mario (SMB2)        | 48. Invisible Mario (SMB2) | 58. Coin (SMB2)           |
| 9. Mario (SMB2)           | 19. Sly Pig (SMB2)        | 29. Frog Mario (SMB2)     | 39. 1-Up Mushroom (SMB2)       | 49. P-Balloon (SMB2)       |                           |
| 10. Sly Guy (SMB2)        | 20. 1-Up Heart (SMB2)     | 30. Drummie (SMB2)        |                                |                            |                           |



Plants vs. Zombies

# Konflikt

Conflict emerges from the players trying to accomplish the goals of the game within its rules and boundaries.



Donkey Kong

Hindernisse

Gegner

Dilemma (Zielkonflikt)

Spielrhythmus

# Soziale Interaktion



Dog the Wag



Johann Sebastian Joust

Evocative objects

Freeform

Competitive

Cooperative

Metaspiel

# Grenzen

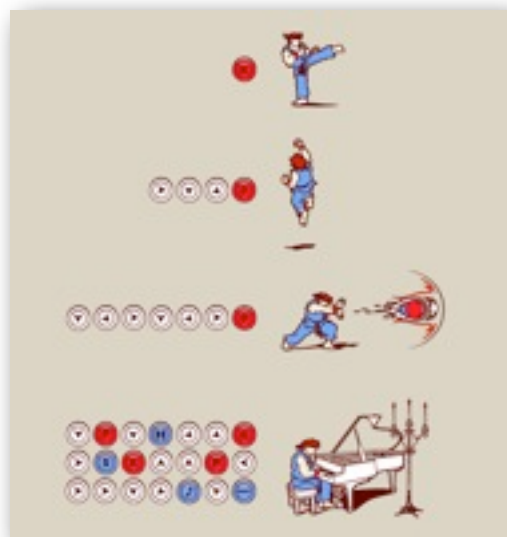
Boundaries are what separate the game from everything that is not the game



Spielraum: Wizard of Wor



Spielzeit: Hang On



Geschicklichkeit: Street Fighter



Legalität: USK & PEGI



Spiel mit Grenzen: Metal Gear Solid



Lebenszeit: World of Warcraft



Lebensraum: Magnavox Odyssey





Zelda : Ocarine of Time

# Ergebnisse

Gewinner

Verlierer

Ranking

Null-Summen-Spiele

Informationsvorsprung für iterierte Spiele



Centipede



Tekken