

KLASSIKER DER SPIELESGESCHICHTE

WELTSPIELE

18. APRIL 2013



Spiele über die Welt



Caritas Weltspiel



Introversion: Defcon, 2006

Globalstrategiespiel (4X)



Civilisation
ab 1991



Age of Empires
ab 1997



Rise of Nations
ab 2003

Nationale Spielkultur



Kanada als
strukturelles Beispiel.

Nationaler Spielemarkt / Präferenzen

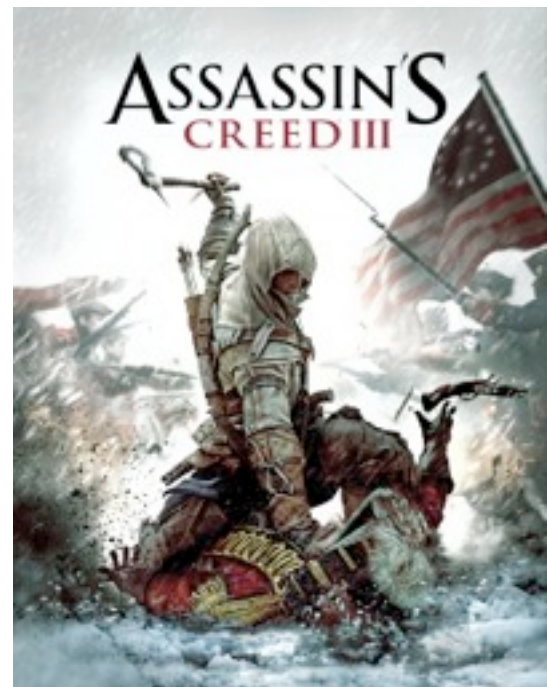
TOP SELLING COMPUTER AND VIDEO GAMES

12 MONTHS ENDING AUGUST 2012

01 CALL OF DUTY: MODERN WARFARE 3	11 SKYLANDERS: SPYRO'S ADVENTURE
02 ELDER SCROLLS V: SKYRIM	12 THE LEGEND OF ZELDA: SKYWARD SWORD
03 NHL 12	13 SUPER MARIO 3D LAND
04 BATTLEFIELD 3	14 UNCHARTED 3: DRAKE'S DECEPTION
05 JUST DANCE 3	15 FIFA SOCCER 12
06 ASSASSIN'S CREED: REVELATIONS	16 MARIO KART 7
07 BATMAN: ARKHAM CITY	17 MASS EFFECT 3
08 GEARS OF WAR 3	18 MADDEN NFL 12
09 DEAD ISLAND	19 CALL OF DUTY: BLACK OPS
10 SAINTS ROW: THE THIRD	20 FORZA MOTORSPORT 4

Nationale Spielentwicklungen

http://en.wikipedia.org/wiki/Category:Video_games_developed_in_Canada



ABOUT THE CANADIAN COMPUTER AND VIDEO GAME INDUSTRY

■ **16,000** APPROXIMATE NUMBER OF PEOPLE DIRECTLY EMPLOYED IN THE CANADIAN VIDEO GAME INDUSTRY

■ CANADA'S VIDEO GAME INDUSTRY RANKS **3RD** IN THE WORLD BASED ON NUMBER OF EMPLOYEES

■ **\$1.7 BILLION** ESTIMATED DIRECT ECONOMIC IMPACT ON THE CANADIAN ECONOMY BY THE CANADIAN VIDEO GAME INDUSTRY

■ **348** NUMBER OF COMPANIES OPERATING IN CANADA

■ **11%** INDUSTRY GROWTH 2009 TO 2010

■ **17%** PROJECTED GROWTH 2011 TO 2012

■ **77%** OF CANADIAN GAMING COMPANIES EXPECT TO HIRE NEW GRADUATES BY 2013

■ AVERAGE ANNUAL SALARY FOR EMPLOYEES AT CANADIAN VIDEO GAME COMPANIES IS **\$62,000**
(AS COMPARED TO AVERAGE SALARY OF \$29,000 FOR WORKERS IN THE BROADER ECONOMY)

Source: Secor Consulting Group's Canada's Entertainment Software Industry in 2011

Nationale Spielefirmen

<http://www.theesa.ca/>

Canadian Video Game Industry - Quick Facts:

- Fastest growing entertainment industry, and one the fastest growing sectors worldwide
- Canada is the third most successful video game industry in the world
- Employs 14,000 people in high paying jobs
- Compound annual job growth rate of 29%, and Canadian job market grew 30% in 2009
- Canadian video game developers and publishers generate \$2 billion in annual revenues and contribute \$1.7 billion in direct economic activity to the Canadian economy
- Canadian video game developers and publishers are net exporters, and rely on exports for majority of their revenues
- Canadian video game developers and publishers make significant R&D investments leading to the development of viable commercial products
- Video game industry builds tremendous synergies with other creative industries and drives innovation in other areas such as science, technology and research



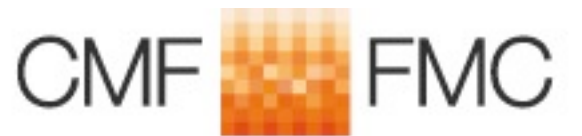
Nationale Spielkultur



Organisationen



Festivals



Preise

Canada Media Fund | Fonds des médias du Canada

Förderung



Vereine

Produktionen



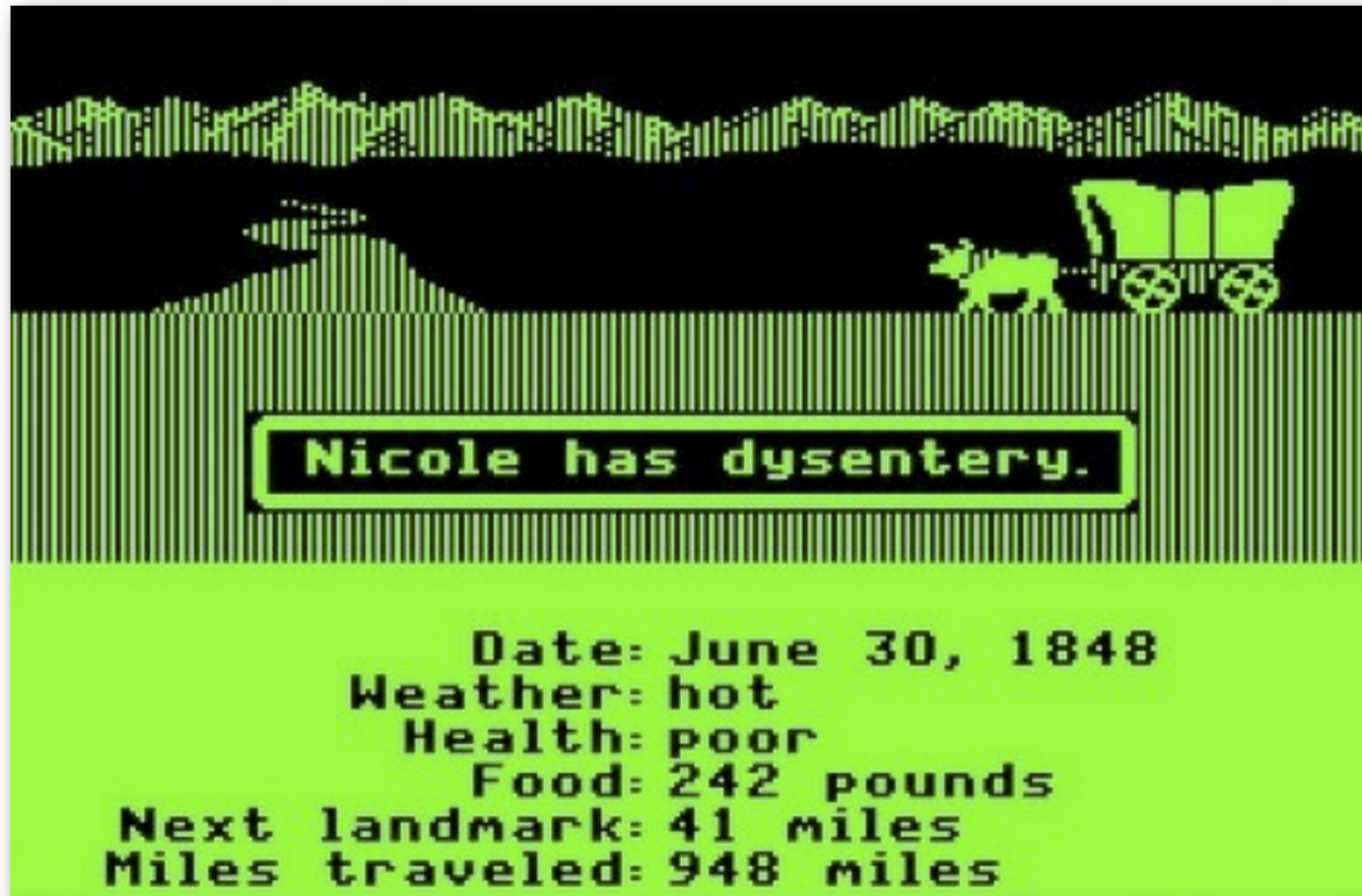
Vander Caballero: Papa & Yo. Minority (CA), 2012

Nationale Ästhetik



<http://games.parsons.edu/2012/02/the-shadow-of-the-white-cloud/>

Nationale Narrative



The Oregon Trail, ab 1971

Nationale Luditive



Tschechisches Puppenspiel in Amanitas Samorost (2003)

Nationale Diskurse

Deutsche Bewahrpädagogik





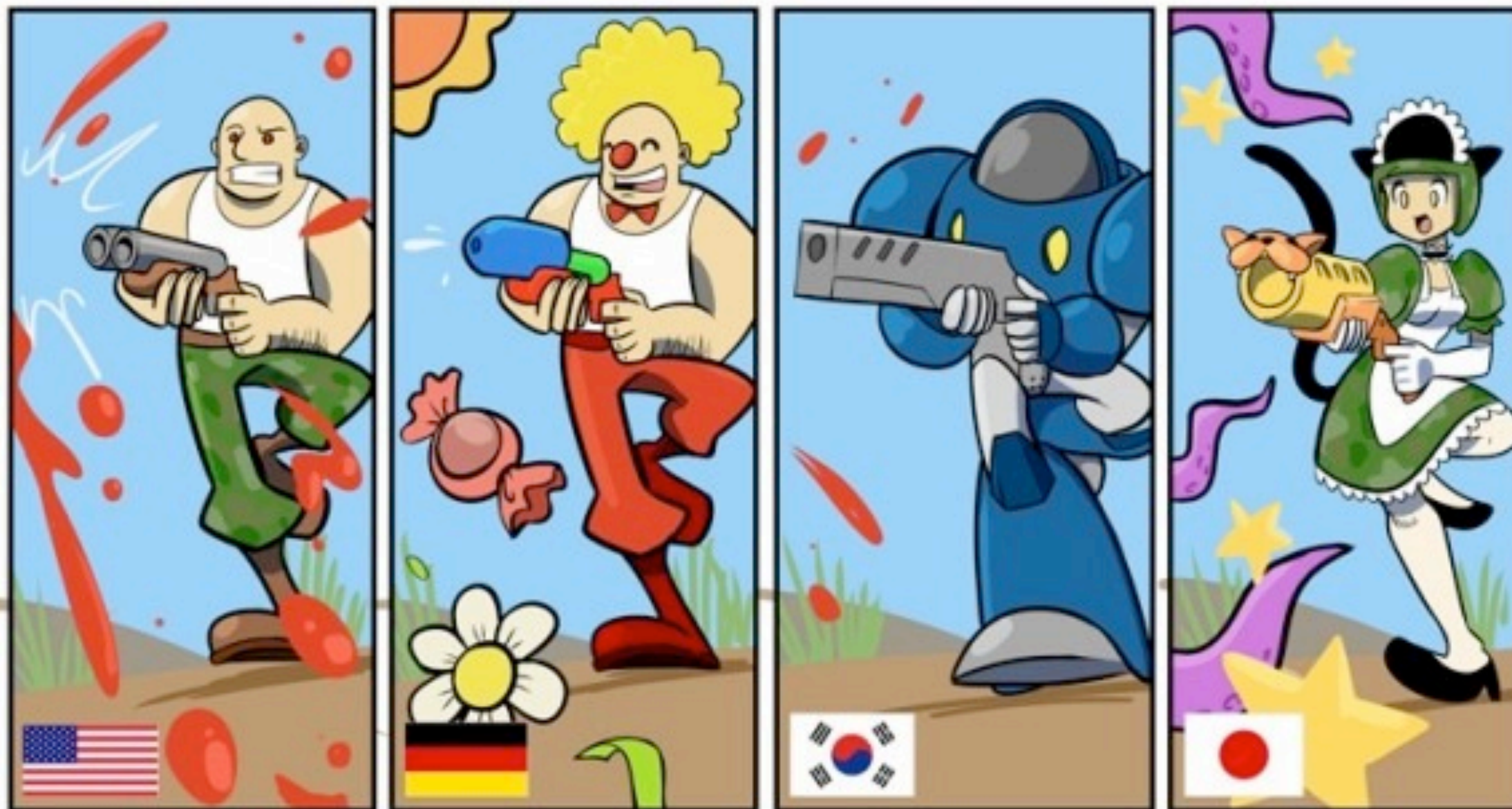
Südkoreanische
StarCraft-Manie

http://www.youtube.com/watch?v=0ekM_ST8zlw

NERFNOW.COM

LOCALIZATION

SOMETIMES, SLIGHT CHANGES ARE MADE IN A GAME TO MAKE SURE IT WILL BE PROPERLY RECEIVED BY DIFFERENT CULTURES.



Nationale Stereotypen und Klischees



The image had been taken from YouTube, and was — somehow — believed to be a legitimate image of present-day Damascus. Those darned video games are just getting too darned realistic for reality to handle. But hey, everyone goofs, so we should just laugh and then we should move on. I'm hoping the *Assassin's Creed* artists, at least, are flattered by the error.

<http://www.geekosystem.com/assassins-creed-screenshot-mistaken-for-real-syria/>

<http://chrismorrisjournalist.com/2012/05/29/bbc-mistakes-halo-logo-for-u-n-security-council/>

Bsp.: Exotismus