

RUN — Class Feedback

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“./run”

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- Patrick: As an ARG designer, I love the digital/analog mix. Are you thinking at all about Netrunner as you designed this game (even though that game is asymmetrical and does not include a digital component)? This might be the only multiplayer co-op game that is being created in this course: a nice variation. Be sure to discuss the oscillation and interactions between the board and digital game elements, as they come together to create the total experience. The digital minigames are consistent in terms of topic and roleplaying. Also, I understand the role of the digital in the roleplay, but what about the board game dimension? Are you saying there is something meaningful about face-to-face social relations in this part of the game? You note that the digital impacts the physical, but does the physical also in turn, impact the digital? I would be good for that part to have an equally well-reasoned roleplaying frame as the digital minigames have.

- Reviewer 1: Ooh, a board game! Sounds like Netrunner (RIP). Ooh I like the incorporation of digital elements (although in terms of logistics players should probably be on phones, not on computers). Forging DNA through 23&me results is great. As are the ads. This is fantastic--although I agree with Patrick that the conceits here begin to overshadow the board game element, which begins to feel shallow in comparison. I like the themes and ideas, but the question of how all the parts will ultimately cohere seems to be unanswered.

- Reviewer 2: Points for your opening pun, even though it is quite a groaner ;) / “Board game with digital elements,” I am intrigued! / I genuinely think that there is a version of this game that could find some success on a crowdfunding site like Kickstarter. You should enter it into one of the competitions on Board Game Geek. / The exploitation of “big data” as a resource is funny, and so is the final “data dump” of fictional data. / Think about capitalist credit scores or recent events in China/ “Emphasize the influence of the digital on the physical world,” good stuff. But why computers rather than phones? Smart phones are easier to incorporate into board games because they are in your pocket anyways. Plus, they are already collecting data on us all the time, which is a useful affordance for your themes.

- Reviewer 3: A table-top game with digital elements. (Run-Run). A reach-the-center game board and then digital minigames which you play on computer. The hacking minigames seem really fun. One question I have: what is the pace of the game? Does the game sort of ‘stop’ while one player is doing a minigame? If the minigames become progressively harder, I worry this essentially means the pace of the game gradually slows down.

- Reviewer 4: A board game about a digital space!? Great! Transmedia!? The player is traversing an abstracted space while using a less abstracted mechanic to to traverse that abstract space. Be careful to keep your abstractions relatively in line. What I mean by this is the metaphor of traversing space shouldn't feel too separate or too much of a conscious shift when compared to the space traversal. There is a relationship with the megacorp's adverts and the player which is important to land but being a multiplayer board game this relationship exists for each player and is further complicated by the relationship between one player or the other.

- Reviewer 5: Yes for a board game! Like the board design. Curious about the need for the digital components but I like the idea of the transmedia components. My question is why not make this completely digital? What are the affordances of the transmedia experience? Is it possible to think of a physical game components that have digital elements (re: Skylanders, Nintendo amiibo). I like the theme of big-data. I think instead of using your computer you should be able to use your phone in terms of a mobile app. Wants to show the effect of physical on the digital world.

- Reviewer 6: I like that it's about misuse of tech and it's a digital board game; I think you should make more of this point. Nostalgia? You're playing a boardgame (against the computer game) against the computer./It's going to be really important to produce an instruction manual or walkthrough because it's so complex. I want to understand the mechanics, and I kind of do, but I also kind of don't./Love the hacking component. I wonder if you could make something of cheating in board games--this is the board game where you get or need to cheat or something like that./Not sure I totally understand where the ads come in--so many levels of tracking, including save data. I think it's cool but you'll want to make sure it's all doing something--all critiquing something./Your response to my board game comment: emphasizing the effect of the digital on the physical. Not sure that's coming through, exactly. I actually think what it's doing is more than that. The board game isn't really physical, it's not like online Clue which you could play offline. If anything it's emphasizing the erasure of the physical by the digital