Aplikovaná herní studia jaro 2016

herní žánry, čtecí týden

Sylabus

- 01   UVOD
- 02   ANALYZA HRY (MDA? PROSTOR, HM vs UZITI MEDII - CLOBRDO DEMONSTRACE)
- 03   SEMIOTIKA, KYBERTEXT
- 04   HOST: METODOLOGIE, VEDECKA PARADIGMATA – Jakub Macek
- 05   NARATIV, DISKURZIVNI ANALYZA
- 06   ČTECÍ TYDEN - VELIKONOCE
- **07   REFLEXE CETBY + HERNI ZANRY**
- 08   HRACI JAKO PUBLIKUM, VIRTUALNI SVETY JAKO ETNOGRAFICKE POLE
- 09   PLAYBOUR a VAZBA na HM
- 10   CROWDRESEARCH + HERNI TELEMETRIE
- 11   HERNI PRUMYSL (CR) a HERNI ZURNALISTIKA
- 12   PRIPRAVNY TYDEN - ZAVERECNY PROJEKT
- 13   ZAPOCTOVY TYDEN PREZENTACE (+ Zhodnoceni predmetu a profilu absolventa)

REFLEXE ČETBY

Četba na čtecí týden

- **Zubeck a spol.**   **MDA 2004 (design)**
- **J. Juul**   **Space, Rules 2005 (design)**
- E. Aarseth   Cybertext
- **M. Consalvo**   **Paratext, Cheating 2007 (game in context)**
- **H. Jenkins**   **Transmedia Storytelling, Participatory Culture 1988 (gamers)**
- Ryan   Game Narative
- El Nasr   Game Analytics, Telemetry
- Susi   Serious Games

MDA (Zubek a spol., 2004)

- Dynamiky
- Nástroj
- Přínos textu?

Space, Rules (Juul, 2005)

- Prostor
- Pravidla
- Přínos textu?

Paratext, Cheating (Consalvo; 2007)

- Paratext
- Hráči
- Chování
- Produkce
- Přínos textu?

Transmedia Storytelling, Participatory Culture (Jenkins, 1998)

- Vztah autor x recipient
- Text
- Kánon
- Užívání textu
- Textuální pytláctví
- Přínos textu?

HERNÍ ŽÁNRY

Co je x žánr?

- literární

- filmový

- hudební

- vizuální umění

K čemu jsou žánry?

- klasifikace
- výzkum
- teorie
- interpretace
- kritika
- prodej
- distribuce
- vývoj žánru

- *„**While some video games can be classified in a manner similar to that of films** (we might say that Outlaw (1978) is a Western, Space Invaders (1978) science fiction, and Combat (1977) a war game), **classification by <u>iconography ignores the fundamental differences and similarities</u> which are to be found in the player's experience of the game.**"*

- The Medium of the Video Game (Wolf, 2002)

- „*In the culture surrounding the video game, certain generic terms such as the Shoot 'Em Up are already established and in use among players, and these terms and distinctions are reflected in the proposed list of terms below.* **Some of these genres overlap commonly-used genres of moving imagery** *(such as Adaptation, Adventure, Chase),* **while others,** *such as Escape, Maze, or Shoot 'Em Up,* **are specific to video games and reflect the interactive nature of the medium.**" (Wolf, 2002)

- *„In a video game, there is almost always a definite objective that the player strives to complete (or find and complete, as in the case of Myst), and in doing so very specific interactions are used. Thus the intention, of the player-character at least, is often clear, and can be analyzed as a part of the game. The game's objective is a motivational force for the player, and this, combined with the various forms of interactivity present in the game, are useful places to start in building a set of video game genres."* (Wolf, 2002)

- „*More recently, Mark J.P. Wolf has come up with 42 different genres of games according to the kind of interactivity they offer. However, if we see genre-based categorizations as a means of making sense out of a larger whole,* **42 genres ceases to be useful**. *Or,* **we have to accept that the diversity of games requires many more genres and subgenres than traditional media products** *which have benefitted from genre studies. Or, that* **<u>a game genre equals hybridity, because game genres are complex sums of interaction and rule mechanisms, audiovisual styles, and popular fiction genre conventions</u>**.“
- —Halo and the Anatomy of the FPS, by Aki Järvinen

Označení žánru	Ste	UP	Or	GP	GMG	Des	Moby	PSN	XBLA	GOG	ND	GFS	GG	#
action	1	1	1	1	1	1	1	1	1	1	1	1	1	13
arcade	0	0	0	1	0	0	0	1	1	0	0	0	0	3
adventure	1	1	0	0	1	1	1	1	0	1	1	1	1	10
strategy	1	1	1	0	1	1	1	1	1	1	1	1	1	12
RPG	1	0	1	0	1	1	1	1	0	1	1	1	1	10
indie	1	0	0	0	1	0	0	0	1	1	0	1	1	6
MMO	1	0	0	0	1	1	0	1	0	MMO	0	1	0	5
casual	1	0	0	1	0	0	0	1	0	0	1	0	1	5
simulation	1	1	1	1	1	1	1	1	1	1	1	1	1	13
Race	1	0	1	1	1	1	1	1	1	1	1	1	0	11
Sport	1	1	1	1	1	1	1	1	1	Sport	1	1	0	11
free to play	1	0	0	0	0	0	0	1	0	0	0	0	0	2
FPS	0	1	1	0	0	0	0	1	1	FPS	0	0	0	5
family	0	1	0	0	1	0	0	1	1	family	0	0	1	5
Logical / puzzle	0	0	0	1	1	1	0	1	1	Logical / puzzle	1	1	0	7
cards / casino	0	0	0	1	0	0	0	0	1	cards /	0	0	0	2
educational	0	0	0	0	1	0	1	0	1	educational	1	0	0	4
music	0	0	0	0	0	0	0	1	0	music	1	0	0	2
classic	0	0	0	0	0	0	0	0	0	1	1	0	0	2
fighting	0	0	0	0	0	0	0	0	1	fighting	1	1	0	3

Typologie žánrů (digitální distribuce)

- 13x Action
- 13x Simulation
- 12x Strategy
- 11x Race
- 11x Sport
- 10x RPG
- 10x Adventure
- 7x Logical / Puzzle

Škála výběru (digitální distribuce)

- Steam   11 kat.
- Green Man Gaming   12 kat.
- GOG   9 kat.
- Origin   7 kat.
- PSN   15 kat.
- XBLA   14 kat.

Basic Genres	Action, Adventure, Educational, Racing / Driving, Role-Playing (RPG), Simulation, Sports, Strategy
Perspectives and Viewpoints	1st-Person, 3rd-Person, Isometric, Platform, Side-Scrolling, Top-Down
Sports Themes	Baseball, Basketball, Bike / Bicycling, Bowling, Boxing, Cricket, etc. (29 total)
Non-Sports Themes	Adult, Anime/Manga, Arcade, BattleMech, Board / Party Game, Cards, Casino, Chess, Comics, Cyberpunk / Dark Sci-Fi, Detective / Mystery, Fighting, Flight, Game Show, Helicopter, Historical Battle (specific/exact), Horror, Interactive Fiction, etc. (42 total)
Educational Categories	Ecology / Nature, Foreign Language, Geography, Graphics / Art, Health / Nutrition, etc. (14 total)
Other Attributes	Add-on, Coin-Op Conversion, Compilation / Shovelware, Editor / Constructor Set, Emulator, Licensed Title

Zdroj: Arsenaut 2009, spracované podľa Mobygames, Genres definition, nedat.

- Súčasné klasifikácie počítačových hier a ich kritika
- Buček, 2012
- MU

- *„If we look at the accumulated materials associated with **genre study in literary, television, and especially film studies, we can categorize them according to their dominant focus:** 1) formal and aesthetic considerations, 2) industrial and discursive context, and 3) social meaning and cultural practice. <u>**Formal and aesthetic considerations have the longest history of use.**</u>"*

- What Defines Video Game Genre? Thinking about Genre Study after the Great Divide (Clearwater, 2011)

- *„Looking at the medium of video games, **we see practical and theoretical applications of genre by an array of different people**: reviewers and journalists, publishers and marketers, fans and retail workers, designers and critics, producers and industry analysts. **Not only do they use genre categorization in different ways (simply because they are interacting with cultural products for different reasons) but they also interact and influence one another, thereby furthering the definition of any single genre. <u>As such, as much as genre is characterized by aesthetics or formal traits, it is defined by the various people who come into contact with it</u>**.* "(Clearwater, 2011)

	Shin Megami Tensei: Persona 3 Portable	Ōkamiden	Plants vs. Zombies	Trauma Center: Under the Knife	Super Mario Bros.	Mortal Kombat 3	Bejeweled 2
Gameplay	RPG	Action-Adventure	Strategy	Simulation	Action	Fighting	Puzzle
Style	JRPG	-	Tower defense	Surgery	Platformer	Versus	Tile-matching
Purpose	Entertainment	Entertainment	Entertainment	Entertainment	Entertainment	Entertainment	Entertainment
Target Audience	Mature 17+ (ESRB)	Everyone 10+ (ESRB)	Everyone 10+ (ESRB)	Teen (ESRB)	-	Mature 17+ (ESRB)	Everyone (Android)
Presentation	2D, 3D	3D	2D	2D	2D, Side-scrolling	2D, Isometric	2D, Static background, Grid-based
Temporal Aspect	Turn-based, Calendar-based	Real-time, Time manipulation	Timed action	Timed action	Real-time	Real-time	Turn-based
Artistic style	Anime/Manga	Anime/Manga Cel-shaded	Cartoon	Anime/Manga	Retro	Retro	Abstract
Point-of-view	Third person	Third person	Top down	Multiple perspectives	Third person	Third person	Top down
Theme	Supernatural – Demons	Supernatural – Demons, Supernatural – Gods	Supernatural – Zombies, Nature-Plants	Medicine – Health	Fantasy – Princess	War and Fighting – Combat, Sci-Fi, End of the world– Post-apocalypse	-
Setting	Spatial– School/Asian, Temporal– Modern	Spatial– Nature, Temporal– Historic	Spatial– Nature	Spatial-Hospital, Temporal– Modern	Spatial– Virtual world, Spatial– Nature	Spatial– Virtual world, Temporal – Futuristic	-
Mood/Affect	Dark	Cute, Humor, Dark	Humor, Quirky	Intense	Quirky	Aggressive	-
Type of ending	Circuitous, Branching	Circuitous	Finite	Finite	Finite	Finite	Infinite

Table 2. Facets of Video Game Genres with Examples of Genre Labels Representing Each Facet

- Facet Analysis of Video Game Genres
- Lee, Karlova, Clarke, Thorton, Perti; 2014
- University of Washington

steamspy

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
Beat 'em up

„Brawler"

1984's Kung-Fu Master, 1986's Renegade (městské prostředí)

https://youtu.be/FGWX18zegpc

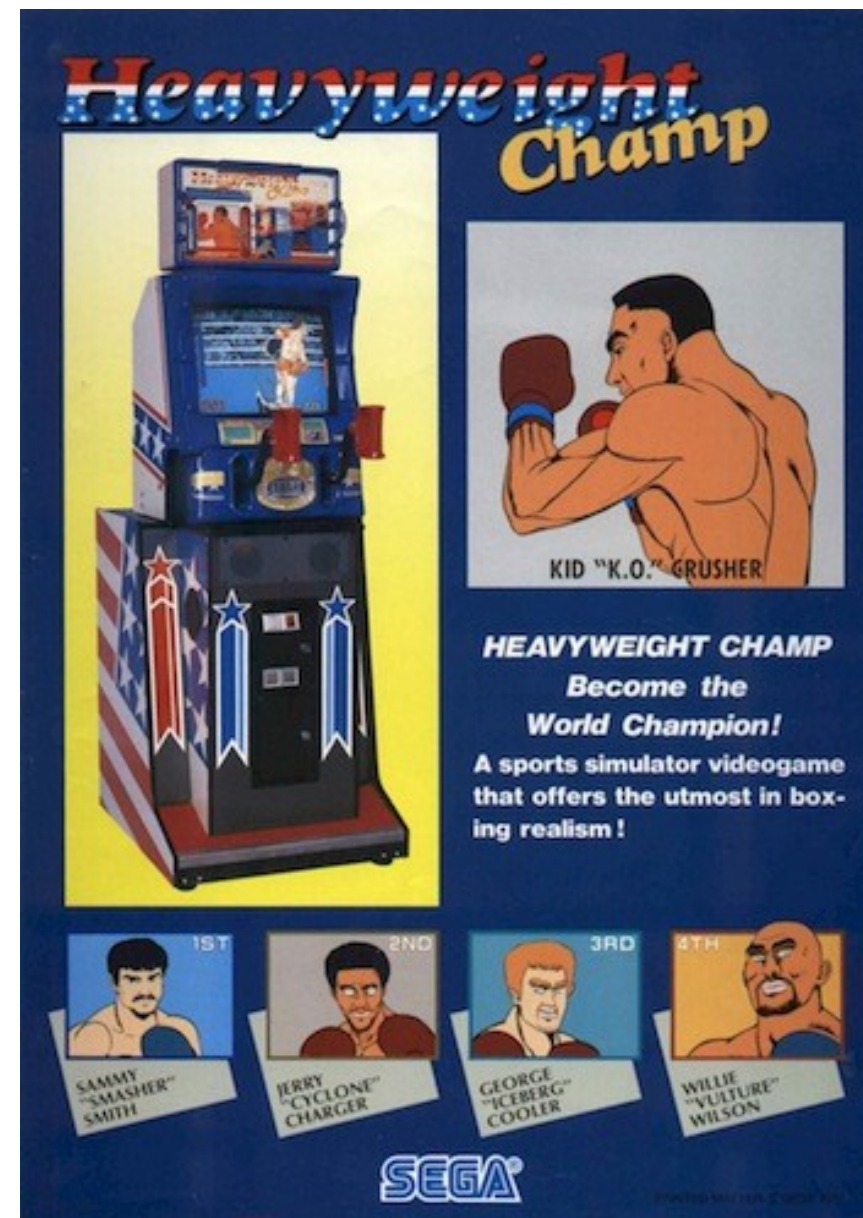Populární zejména na arkádových automatech

Bojovky (fighting games)

Boj na blízko **s živým oponentem**

Jeden z prvních e-sport žánrů

Heavyweight Champ (1976)

Karate Champ (1984)

https://youtu.be/7A9jNDUMZEk

Plošinovky (platform games)

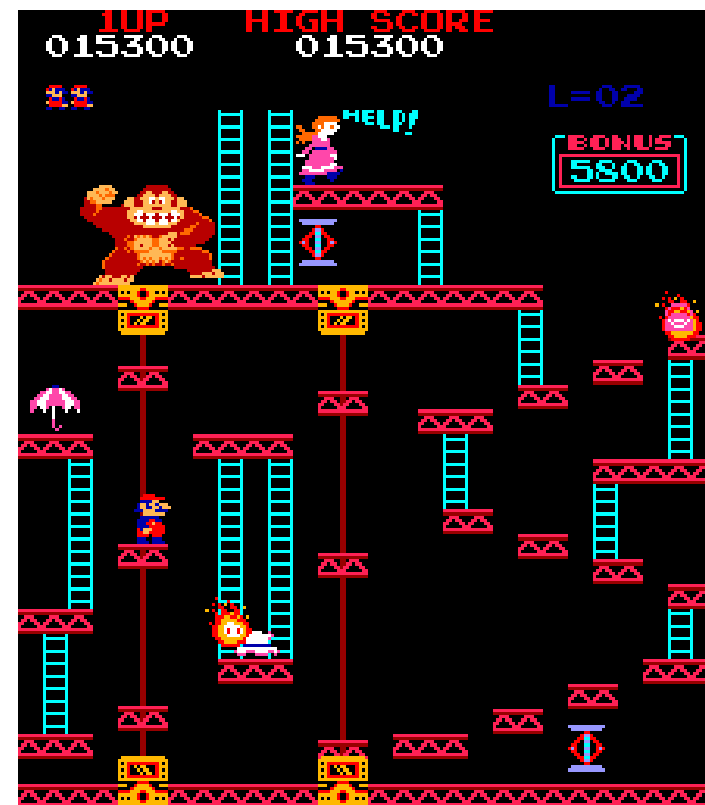Rychlost, řešení puzzle, souboje

Space Panic 1980

Donkey Kong 1981

https://youtu.be/Pp2aMs38ERY

Opět velice populární na arkádových
   mašinách, i soutěžní hra

Mario, Sonic, Prince of Persia – technologicky
   ovlivněný žánr (s příchodem 3d chvíli mrtvý,
   nyní oživen)

Střílečky (shooters)

Subžánr s mnoha dadlšími subžánry (tactical shooter, 1st person, 3rd person, Shoot em up,...)

Catacomb 3D (1990) – texture mapping

https://youtu.be/F5MzKdjIaPU

Wolfenstein 3D (1992) – považováno za zakladatele žánru

Ikonický žánr

RPG

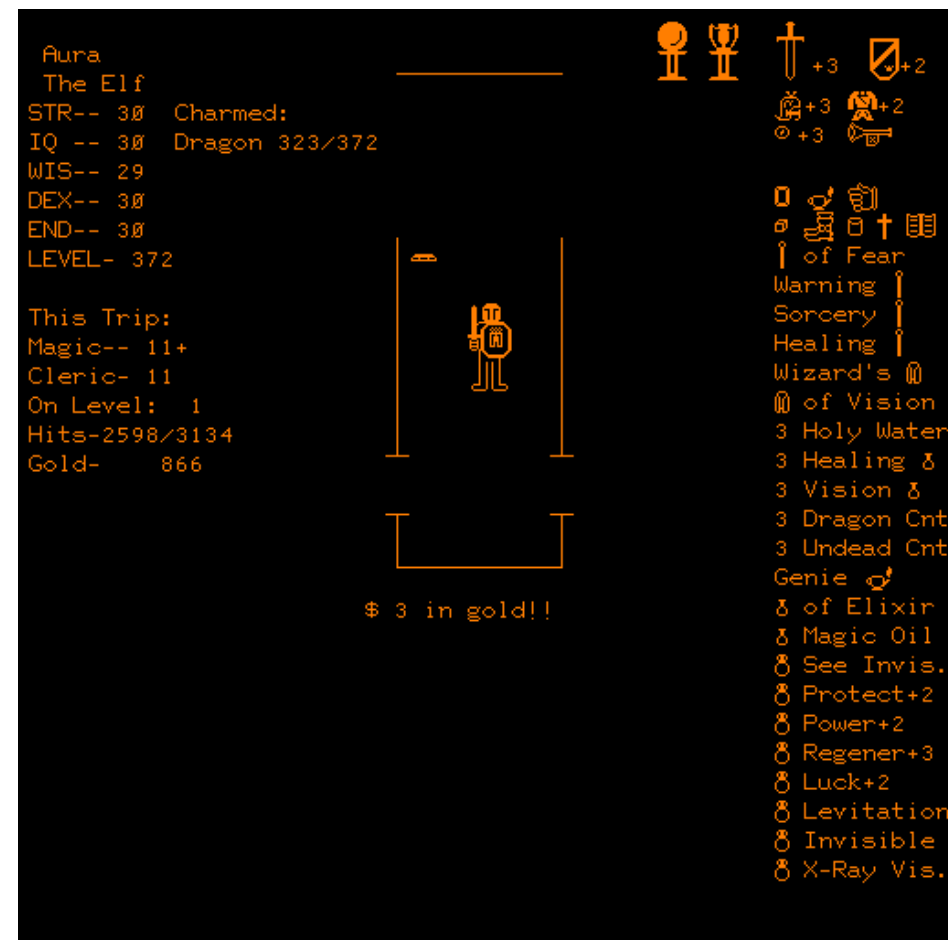Začalo v 70' letech inspirováno D&D, původně textovky

Žánr populární na západě i na východě (Japonsko)

Typicky silně příběhově založené, pro náročnější hráče

Akalabeth: World of Doom (vznik Ultimy, 1980)

https://youtu.be/nKAlDUu7zko

RPGx dungeon crawlery

Strategie (RTS, turn-based)

RTS: Hezog Zwei (1989) – napůl arkáda, napůl strategie

https://youtu.be/BYfYrhT82RM

Duna II (1992) jako známější zakladatel žánru (

Turn-based – kolový systém („deskovky"), HoMaM (1995)

4X – eXplore, eXpand, eXploit, eXterminate (Master of Orion https://youtu.be/ku8COzjAoBA, Civilizace)

děkuji