

GAMES COMPONENTS

players	challenge
environment	oppositions
rules	limitations
roles/interaction	resistance
goals	equipment
boundaries	scoring
strategies	rituals
	fantasy

- take the attitude that you can change the games by changing the components
- traditional view: components as a set structure
- NG view: components can be changed to make a new structure that is more responsive to the situation, the players, etc.

GAME CHANGE

- principle of keeping things changing, allowing for adapting and responding
- change things to create situation so people can have access to flow
- safer, fairer, more fun
- increase/decrease level of challenge depending on players
- can change the game itself or part(s) of a game
- *- change for newness
- *- be able to refer to components
- *- most important thing is to get people attuned to the fact that you can change a game
- ▣- start game change discussion in context of applications
- ▣- emphasize how central it is to concept of New Games

Strategies

- *- start with a game people know, sports or a tag game
- *- three groups: change a game, combine two games, create a new game
- *- have everyone write down every variation of tag they can think of, then say none of these can be used
- ▣- start with taking a game, add to it (for a reason), combine two, then go to inventing a game
- ▣- use specific situations from group where they will have to use New Games as reasons to change a game

WAYS TO PLAY

Soft War

- cushioned
- combined
- controlled
- *- slaughter, british bulldog, octopus tag

Trust

- breakdown of personal space
- safe touching