Graphics Night #1: Music Games

Tonight we’re playing Karaoke Revolution Party (Harmonix/Red Octane), Guitar Hero (Harmonix/Konami), Bop It Extreme 2 (Hasbro), and a… ukulele. Here are some questions to think about while playing to inform the discussion at the end of the evening.

1. What makes a game a game? Are these games: dancing, the stock market, hop scotch, Barbie dolls, soccer, professional soccer, your job (unless you’re a soccer player), rock climbing, “real” karaoke, chutes and ladders, dating, Iron Chef, a math exam?

2. Most games have rules and choices. What are the rules of the games you played tonight? What choices could you make while playing games? What were the winning strategies?

3. Why do people play these games?

4. How do these music games differ from other games that you’ve played?

5. Most people get better at these games over time. That’s learning! What kinds of skills can be learned from playing games? How does learning from a game differ from learning from music lessons?

6. What makes these games fun?

Next Graphics Night: “GGI Films: Odd Couples”
Featuring Ryan, One Rat Short and more.
7pm, Tuesday 9/26/06 in Bronfman 002
http://graphics.cs.williams.edu