Game Animation

Understanding of Game 게임의 이해

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- What is Game? 게임이란?
- History of Game 게임의 역사
- History of Computer Game 컴퓨터 게임의 역사
- Compare to other media 다른 미디어와 비교
- Human and Game 인간과 게임

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• What is Game? 게임이란?

• Origin of the word, 'Game' 어원

the Indo-European word, 'Ghem' : To leap joyfully, to spring 인도 유럽어 'Ghem'에서 유래 : 흥겹게 뛰어 놀다

• What is Game? 게임이란?

 An activity in which two or more independent decisionmakers (players) engage in an artificial conflict, defined by rules, that results in a quantifiable outcome(goal).

둘 이상의 결정권자(<u>참가자</u>)가 통재된 환경에서, <u>규칙</u>에 따라 <u>목표</u>를 쟁취하는 행위

A physical or mental contest, played according to specific rules, with the goal of amusing or rewarding the participant.
특정 <u>규칙</u>을 통해 즐거움이나 보상을 위해 행하여지는(목표) 일련의 물리적 또는 정신적인 <u>경쟁</u> 행위

• What is Game? 게임이란?

Key components of Game 핵심요소

- 1. Goal 목표
- 2. Results or pay-off 결과, 대가
- 3. Players 플레이어
- 4. Roles of participants 역 할
- 5. Rules governing action 규칙
- 6. Abilities and skills required for action 능력과 스킬
- 7. Physical setting and environmental requirements 게임 환경
- 8. Required equipment 도구, 장비
- 9. Procedure for action 진행 방식
- 10. Interaction patterns 상호작용 패턴

• What is Game? 게임이란?

Game Characteristics 게임 특징

• Fun 재미, 즐거움

The activity is chosen for its light-hearted character

• Separate 분리

It is circumscribed in time and place

Uncertain 불확실

The outcome of the activity is unforeseeable

• Non-productive 비 생산성

Participation does not accomplish anything useful

• Governed by rules 규칙에 의한 통제

The activity has rules that are different from everyday life

Fictitious 허구성

It is accompanied by the awareness of a different reality

• What is Game? 게임이란?

• Is this a game?

- Art 예술 made for beauty
- Entertainment 오락물 made for money
- Book, Film 책, 영화 no interaction
- Toy 장난감 no goal
- Is your Life a game?

• What is Game? 게임이란?

• Key components of Game 핵심요소

1. Goal 목표

• Purpose of the game, aim, intent

• Examples 🔊

Checkmate one's opponent (chess) 체스



• Examples a

Bid and make a contract (bridge) 브리지



• Examples a

☞ Complete the course in as few strokes as possible (golf) 골프



• What is Game? 게임이란?

• Key components of Game 핵심요소

2. Results or pay-off 결과, 대가

• Values assigned to the outcome of the action, Rewards

• Examples a

☞ Money (black-jack) 돈



• Examples a

A kiss (spin-the-bottle) 키스





Examples a

A gold medal (relay race) 베달



• What is Game? 게임이란?

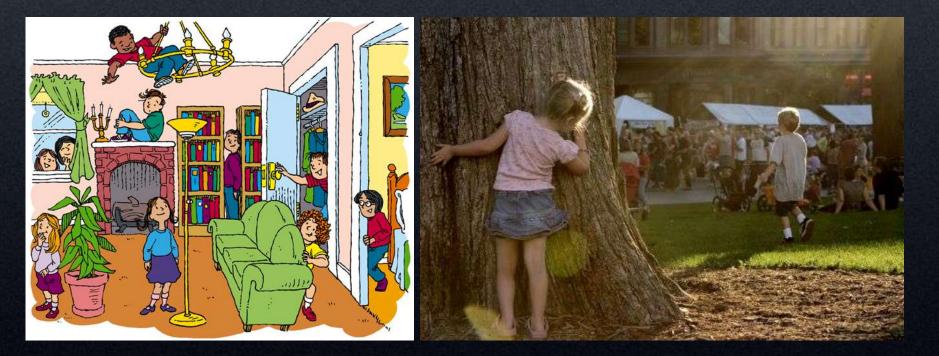
• Key components of Game 핵심요소

3. Players 플레이어

• Number of required participants

• Examples a

Minimum of two required,
no stated maximum (hide-and-go seek) 숨바꼭질



• Examples 🔊

 Eleven men required for each team, minimum and maximum of twenty-two (American football) 미식 축구



• What is Game? 게임이란?

• Key components of Game 핵심요소

4. Roles of participants 역 할

- Indicated functions and status
- Role and power function may differ for each participant or may be the same.

• Examples a

Goalkeeper, center, others. Each player has a different role (hockey)



• Examples a

Each player has no more or less power than the others, and each functions in the same way (backgammon)





• What is Game? 게임이란?

• Key components of Game 핵심요소

5. Rules governing action 규칙

• fixed principles that determine conduct and standards for behavior.

 Some games have very few rules, others have such elaborate sets of rules as to require a non-participant to keep track of infringement of the rules or to enforce the rules.

• Examples a

Go back where you were, you didn't say, "May I ___?" (Giant Steps)



• Examples ٵ

Regulations regarding weight and types of blows which may be employed. Panel of judges and referee determine infringement of rules, and have responsibility for enforcing rules (*boxing*)



• What is Game? 게임이란?

Key components of Game 핵심요소

6. Abilities and skills required for action 능력과 스킬

- Cognitive domain 인지영역
 - Figural, symbolic, semantic, and behavioral informational content; and operational processes, such as cognition, memory, divergent and convergent production, and evaluation.
- Sensory-motor domain 감각 영역
 - bodily movement, manipulative motor skills, coordination, sequences and patterns of movement, endurance factors, sight, hearing, etc.
- Affective domain 정서 영역
 - semiotic factors which stimulate emotions, i.e. anger, joy, affection, disgust, hate, etc. Offers opportunities for object-ties, transference, identification.

• Examples 🔊

 Remembering which cards have been played and from which suits, in order to play the best card (hearts)



• Examples 🔊

 Grasping the ball, walking to the foul line, releasing the ball, etc (bowling)

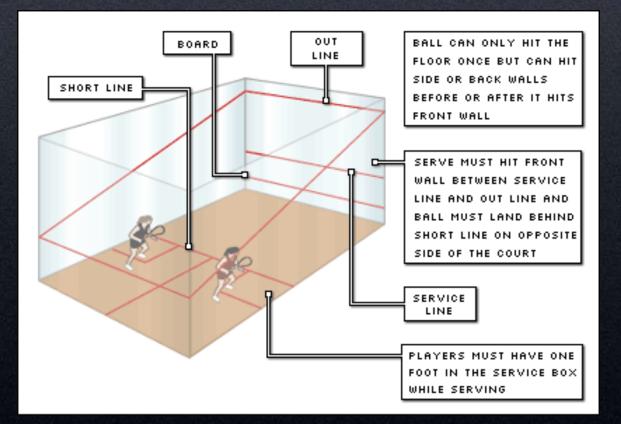


• What is Game? 게임이란?

- Key components of Game 핵심요소
 - 7. Physical setting and environmental requirements 게임 환경
 - Physical setting: man-made or natural facility in which action takes places.
 - Environmental requirements: natural circumstances which are indispensable or obligatory.

• Examples a

Four-walled court (squash)



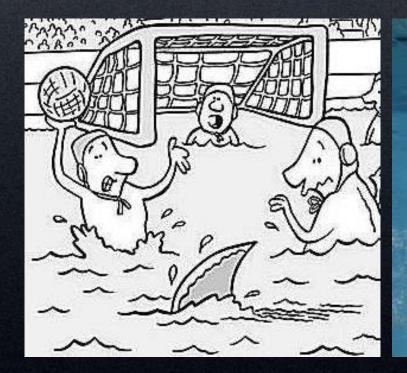
• Examples a

So special setting (Taekwondo)



• Examples a

Swimming Pool (water polo)





• Examples 🔊

So special environment (dominoes)



• What is Game? 게임이란?

• Key components of Game 핵심요소

8. Required equipment 도구, 장비

• Examples a

Rackets, bird, net (badminton)





• Examples a

No equipment (Botticelli – Guessing game)



• What is Game? 게임이란?

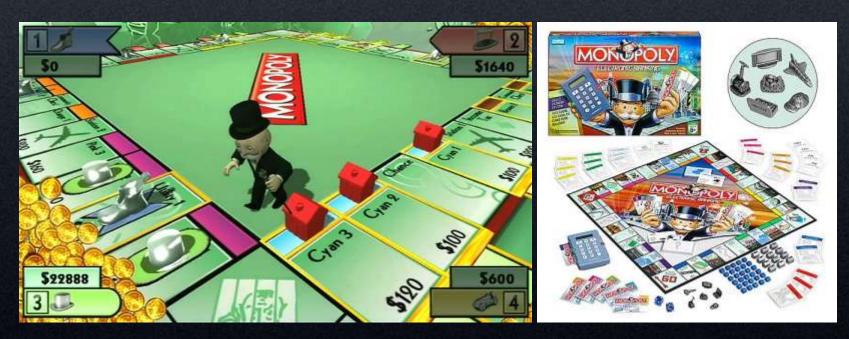
• Key components of Game 핵심요소

9. Procedure for action 진행 방식

• specific operations, required courses of action, method of play

• Examples a

Roll dice, move counter in clockwise direction around board, the number of spaces indicated on dice. Act in manner indicated by last space on which counter lands, i.e., take a chance, pay rent, go to jail, etc. (Monopoly)



• What is Game? 게임이란?

• Key components of Game 핵심요소

10. Interaction patterns 상호작용 패턴

Intra individual 내부 개인
Extra individual 외부 개인
Aggregate 집합체
Inter individual 상호 개인

5) Unilateral 일방적 6) Multilateral 다변적 7) Intra group 내부 그룹 8) Inter group 상호 그룹

• What is Game? 게임이란?

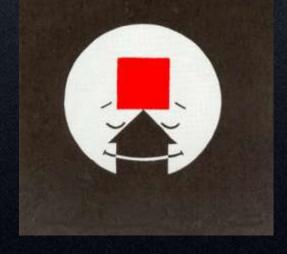
• Interaction patterns 상호작용 패턴

1) Intra individual 내부개인

• Action taking place within the mind of a person or action involving the mind and a part of the body, but requiring no contact with another person or external object.

Finger Flexion Tricks

Intra individual



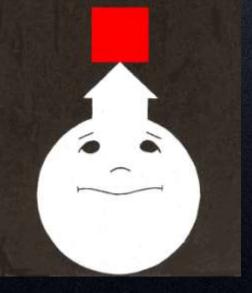
• What is Game? 게임이란?

• Interaction patterns 상호작용 패턴

2) Extra individual 외부개인

- Action directed by a person toward an object in the environment, requiring no contact with another person.
 - Jigsaw Puzzles
 - Solitaire Card Game

Extra individual



Jigsaw Puzzles



Solitaire Card Game



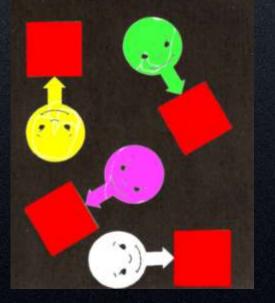
• What is Game? 게임이란?

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3) Aggregate 집합체

- Action directed by a person toward an object in the environment while in the company of other persons who are also directing action toward objects in the environment.
- Action is not directed toward one another, and no interaction between participants is required or necessary.

Aggregate



🖙 Bingo



Roulette



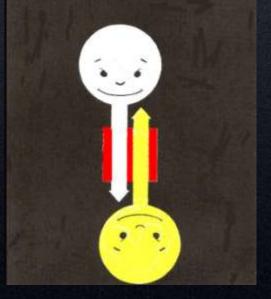
• What is Game? 게임이란?

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4) Inter individual 상호 개인

• Action of a competitive nature directed by one person toward another.

Inter individual



Checkers







🖙 Tennis



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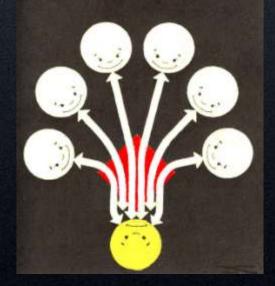
• What is Game? 게임이란?

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5) Unilateral 일방적

 Action of a competitive nature among three or more persons, one of whom is an antagonist or *it*. Interaction is in simultaneous competitive dyadic relationships





🖙 Tag



Dodgeball







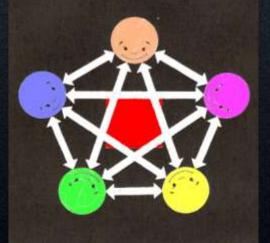
• What is Game? 게임이란?

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6) Multilateral 대변적

• Action of a competitive nature among three or more persons, with no one person as an antagonist.

Multilateral



Scrabble



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Draw Poker



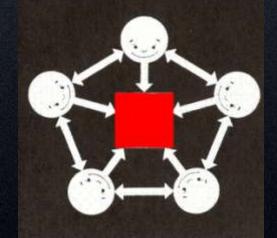
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7) Intra group 내부 그룹

 Action of a cooperative nature by two or more persons intent upon reaching a mutual goal. Action requires positive verbal and nonverbal interaction.

Intragroup



Cat's Cradle



Maori Sticks





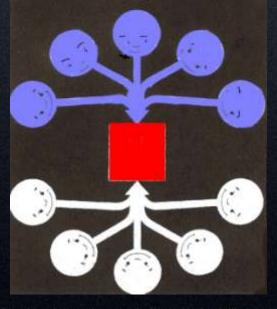
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8) Inter group 상호 그룹

• Action of a competitive nature between two or more intra groups.





Soccer





Basketball

