

On April 20, 1999 two students at **Columbine** High School shoots and kills their fellow students and teachers.

The students, Eric Harris and Dylan Klebold was reported to be active player of the **videogame Doom**.



This is not their story

This is the story of the gamer
This is My Story
This is Our Story
This is **Your** Story

GAME

A Story Worth Telling

Presented at Indonesia Bermain 23 October 2011
by Wicak Hidayat



GAME

A Story Worth Telling

Wicak Hidayat

IT Journalist & Editor detikINET (2003 - 2011)
Books Author
Game Enthusiast



@wicakhidayat
facebook.com/wicak

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GAME

A Story Worth Teling

Ingatkah ketika...

Manusia prasejarah berkumpul di sekitar api unggun dan berbagi cerita



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Tentang perjalanan dan
perburuan hari ini

Tentang serangan binatang
buas



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Selain bercerita

Mereka juga bermain



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Permainan / Game
Adalah bagian dari Cerita

Bagian dari pengalaman yang
hendak dibagikan



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Dari Cerita Lahirlah Media

Dari Permainan lahirlah Game

Media Reflektif

Media Interaktif



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Jenis Cerita dalam Game:

Naratif

Kisah Bermain

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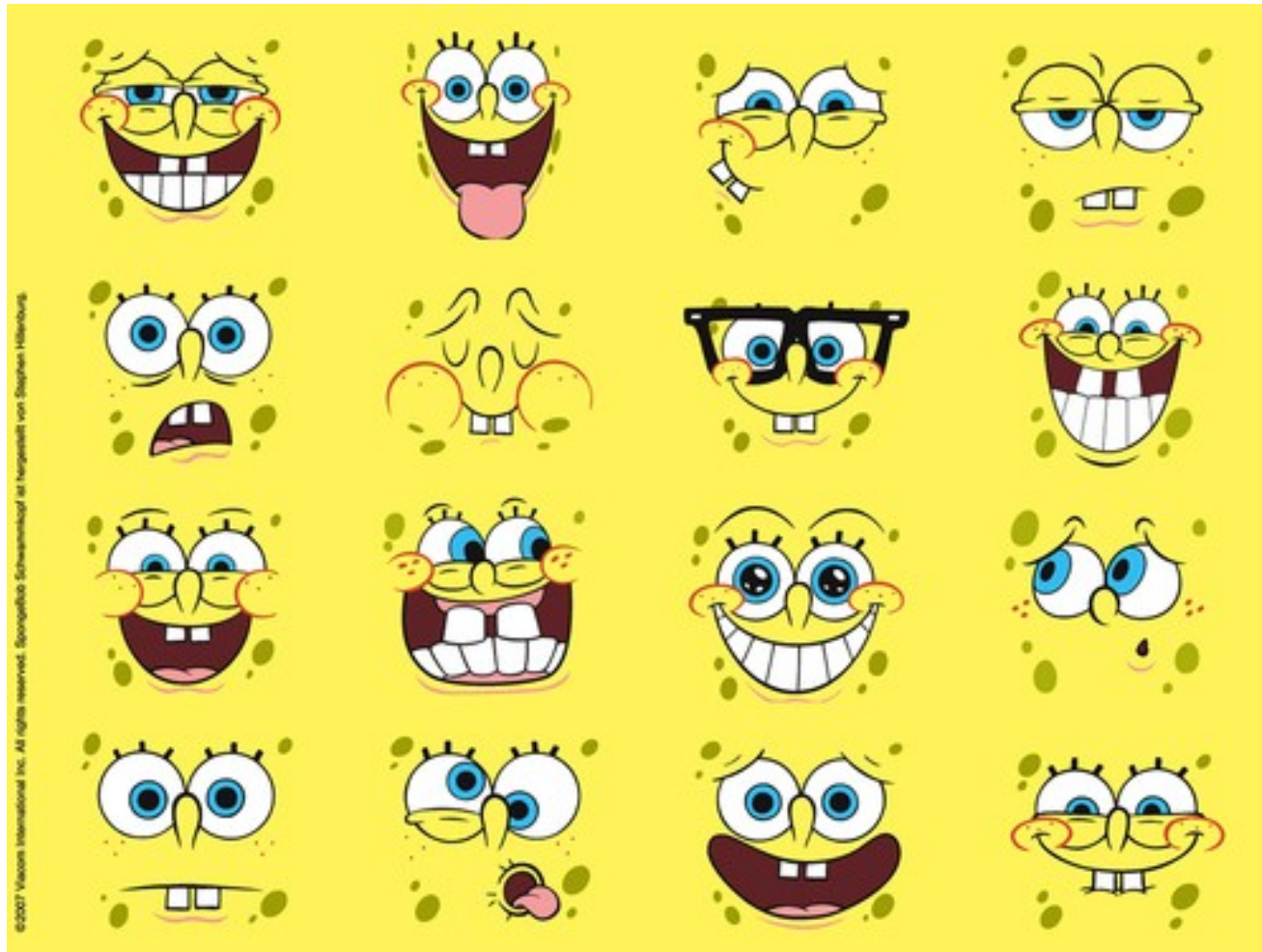
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Di balik Cerita = Emosi



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2 Tipe Emosi:

Shadow Emotion

Primary Emotion

(Dan Cook, 2011)

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Primary Emotion

Adalah kekuatan game
sesungguhnya

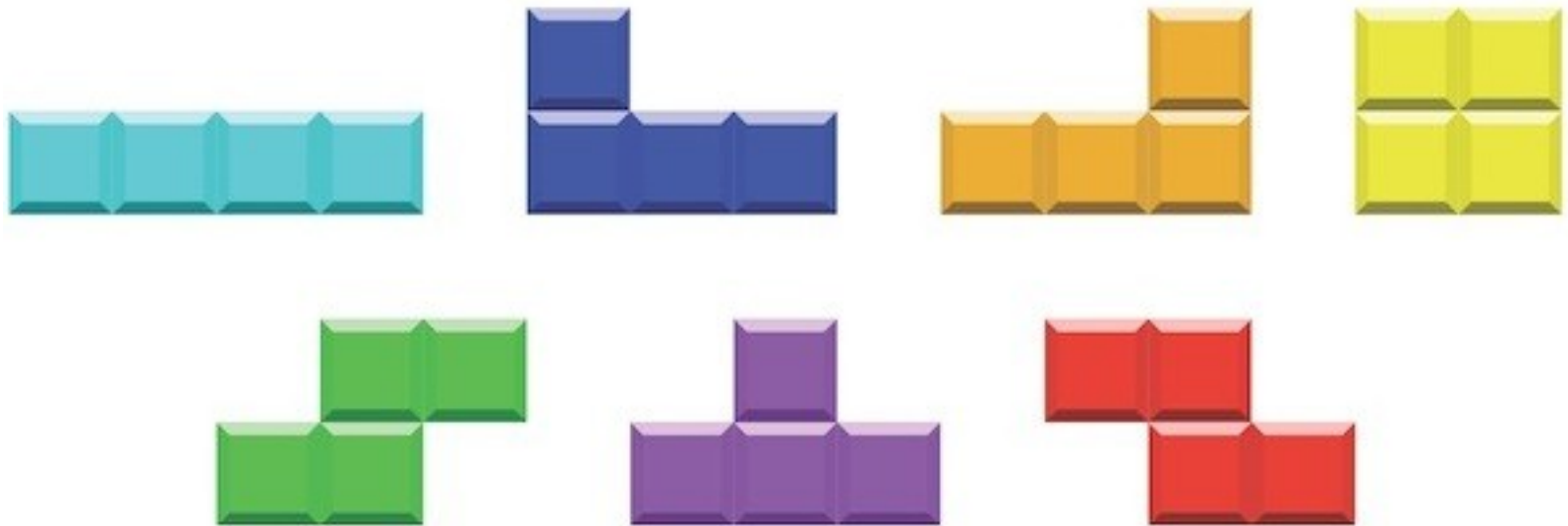
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Primary Emotion dalam Game
Muncul akibat Pengalaman Bermain

Akibat Mekanik dalam Game



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3 Langkah Merancang Game:

1. **Mekanik** apa yang ingin digunakan dalam game

2. Apa **emosi** yang bisa timbul dari mekanik tersebut

3. Cerita, tampilan dan '**kemasan**' apa yang pas dan mendukung Emosi itu

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Tuning Emotion in Game:

- Create a playful system.
- Observe the emotional reactions of the player within that system.
- Adjust the system's emotion eliciting conditions to increase or decrease particular raw emotional reactions.
- Once you have a rich set of desired emotional responses, brainstorm natural labels that refine the emotions.
- Test the labels and see how they elicit specific emotional variations.
- Bundle the labels into a metaphor for your game that communicates and amplifies its unique emotional fingerprint.

(Dan Cook, 2011)

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Game memiliki Potensi sebagai Media yang Mampu Merangsang Emosi Pemain melebihi Media 'tradisional'