



Research talk by Prof. Dr. Richard Bartle



Title

Game Skills and Simulation Skills: Fiction, Physics, Gameplay and Learning

When and Where

April 26th 2016. From 18.00 – 19.00. Leopoldstrasse 13, Fakultät für Psychologie und Pädagogik - LMU München. Room 2402.

Abstract

People often confuse what people learn from games with what they learn from either the game's fiction (i.e. the symbols attached to game elements) or from its physics (i.e. the similarity of its world's behaviour with that of reality). They rarely look at what gameplay offers. Fiction can be better covered in novels; physics by gameplay-free simulations. Gameplay concerns high-order problem-solving (including of social problems), and it's here where people should be looking for the effects of games.

Biography

Professor Dr. Richard Bartle is Senior Lecturer and Honorary Professor of Computer Game Design at the University of Essex, UK. He is a Game Researcher and one of the pioneers of the Massively Multiplayer Online Game industry. He is known for co-writing the first virtual world (MUD), in 1978, and for his Player Types model which has seen widespread adoption by the MMO industry. His 2003 book, "Designing Virtual Worlds", is the standard text on the subject, and he is an influential writer on all aspects of MMO design and development. In 2010, he was the first recipient of the prestigious GDC "Online Game Legend" award.