5/26/16
Intro To Game Design
Quiz #1

(4 pts) Name:

According to Haldane:

(1 pt) What is “a force as formidable to an insect as gravitation is to a mammal”?  

(1 pt) What political “problem” appears to be largely a problem of size?

According to Zimmerman/Salen’s Rules of Play:

(1 pt) Name two of the four common “failure states” of an action > outcome chain:

(1 pt) What two games are compared in the “Anatomy of a Choice” chart?

(1 pt) What game does David Sudnow get obsessed with in the book “Pilgrim in the Microword”?  

According to Anna Anthropy’s Rise of the Videogame Zinesters:

(1 pt) What ability makes videogames have especially great potential for storytelling?

(1 pt) Name two games Anthropy uses as major examples.

According to Adam Pennyman’s Catalogue of Obsolete Entertainments:

(1 pt) What feature makes Pac-Man the world’s first metaphysical videogame?