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New Media Techniques

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The online game I played showed different men that you could choose at the club, it was four straight men that gave us quick descriptions of themselves. I thought that the way that the game was structured was really interesting, and it also inspired some sort of theme for my game that I’m creating. At one point in the game, when you click all the right things, it leads you to a feminist manifesto that someone scribbled on a piece of paper at the bar. I thought it was really interesting that at the beginning you think it’s just a quest of getting laid, but then you realize it has a bigger picture of feminism and the choices women make to feel safe and respected. I didn’t really like the way the game was laid out, I thought it was pretty boring. Just simple html coloring and text which could have very much been more aesthetically pleasing. For my game, I wanted something more graphically driven, something that brings the player right into the world of the narrator.