

Oliver Bates and Ben Kirman

you've probably felt an mense pressure to make a igital or physical game at is well polished, has a smooth player perience, and that could feasibly berested in the community of community of community of practice, bringing practice, bringing practice, bringing are designer or the creation of the community of commu We're not realfy about create hat. hat. We want to explore he world and the fall the fall tire rough making or critique, deconstruct Ben Kirman satirise, and play with systems

excuses to make a game for research

SIMULATION

ADVERTISEMENT

DATA CAPTURE TOOL

"RAISE AWARENESS"

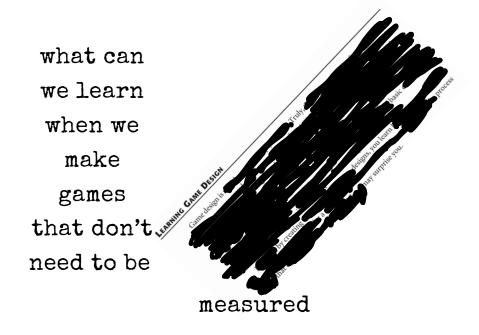
HELP THE INDUSTRY



Games with a Purpose Playing some online games may help computers get smarter.

Games in the classroom and the boardroom: How 'serious games' are helping us learn

Some of the Best WE COULD SOON CAMES CAN HELP Learning Games for VIDEO GAMES CAN HELP



sold

finished

...or played

## thinking through making

Written accounts of design and use, for example, are unable to capture tacit knowledge (Höök et al. 2015)

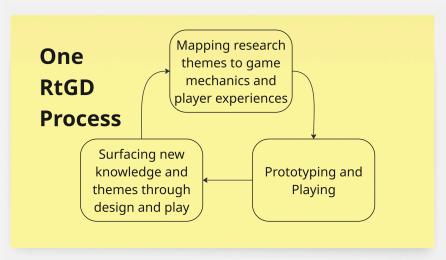
The act of designing, of making, requires the designer to face several confrontations: between competing or conflicting background knowledge, between theory and technology, and between dream and reality. Making provokes a particular cognitive activity, one which can be used to make people aware of tacit values and latent needs (Stappers 2013).

be surprised, learn what can be learned (gaver drift table)





practice-based design research is arguably form of research, building on a long history community...game design could grow as a (Hook & Coulton, 2017) underrepresented in the games research of research through design (RtD) practice



- Make, learn and generate knowledge grab a game and modify the parameters or systems, make it into something different

there is no output arrow.

any "game" is a byproduct of thinking about systems. It is an effluvial snapshot of insights and decisions and positions and framings. it is ok if it is also fun.

#### dabbling with systems

"designing as reflective conversation with the materials" (Schön 1992)

"When you're listening, the stuff games are made of is not quiet, not transparent, and not just there to be used. It's a close companion, offering up its own ideas about game design all along the way." - (Barr 2023)

"with a board game, we can see the skeleton of the thing, we can grab and squeeze its organs, trace its capillaries"

(Holland 2025)

"board games teach us to think systemically: they teach us to draw connections between disparate parts, to visualize the flow of one thing into another, to grasp the system as a whole"

dabbling with game design helps us gain insights into systems

(Holland 2025)

Like: What is the experience of food couriers?





Get in touch for a physical copy



- 1) redact conclusions research paper Make recipe delicious stew
- 2) set a reminder for 3 weeks time to stop and think about skeletons
- 3) make a museum of curated dust and hair and stains from game boxes and gunge from controllers and mice

#### hack the planet

1) Identifying games, 2) playing without and by the rules, 3) hacking (playing with the rules), and 4) reading the rules.

(Germaine and Wake, 2024)

"There is no wrong way to hack a game"

draw out the dark, disruptive, and estranging possibilities of "wrongly playing" game

touch, sound, and smell.

affordances of the game's component parts

making something new out of the materials presented

creating remarkably divergent games from those imagined by game designers and publishers

Reflecting on the process of hacking, on the design notes, photographs, sketches, on abandoned designs, and rejected or remodeled components is the point at which we anticipate that both specific readings of individual games and for a methodology with wider application will emerge

the hack never ends

the hack never ends

reskin reskin reskin reskin

dark playlark playlark playlarl 14:05/35:17 play medice itt MOREE

nædlidæredl Framework >



### 404 error

The requested gallery of polished games cannot be found.

unfinished games. broken and unplayable. personal.



NOT GALLERY READY

finishing is overrated

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broken is beautiful

#prototypesbydesign

# So, your research student is curious about design as method

a guide for concerned supervisors



