Weiqi “X” Gu

Experimental Game Design

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Documentation of Score (Final)

 To think of a score, I started seeking for materials near me. I know it might not be the best way to come up with ideas but it’s a natural reaction people have. I found that paperclips could be some material that conveys what I want to express for the score, so here comes an “anti-modern-office-life” art.

 The purpose of the score is to force the player do repeating action so they might feel mindless and boring, especially something related to modern office life. I also want to make audience feel the strength of certain physical material. In a way the chain is constructed, it also requires player to think about how far should it go, and since I didn’t mention what shape should it be, it’s really up to the player to decide what they are going to make.

The aspect that player convert components to objects by themselves and test that out could be something similar to the genre of sandbox games. I think it releases stress and attracts attention through the activity of making and testing things that usually seems meaningless.

I intentionally mentioned the player to be “mindless” such that the player could get the core idea of the score. I also didn’t set the ending point so the score seem like to be endless.

In modern society, from my perspective, most people are working mindlessly in the office. They do simple repeating jobs by instruction. Using an office material to form the score could be something criticizes modern life or makes people think about it deeper.