



# News Games

The intersection of videogames and  
journalism

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A young boy is shown in profile, holding a Game Boy Advance in his right hand and shouting with his mouth open. He is also holding a newspaper in his left hand. The image is overlaid with a semi-transparent grey rectangle containing the title and subtitle.

# News Games

The intersection of  
videogames and journalism

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- Rise in importance of digital media
- New approach to journalism
- Games can simulate how things work

# **Why Games in News?**

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# **Types of news games**

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- Do good journalism.
- Low system requirements, wide distribution, created in Adobe Flash.
- Must balance timelines with with quality.
- Must work hard to help their users understand the context and constraint of the topic.
- Can cover isolated political issue or ongoing social issue.
- Borrow from arcade, home console, and casual games

# Current Event Games

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- Cutthroat Capitalism (Wired Magazine) = infographics, editorial, documentary, puzzles and platforms

# Current Events

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- **Layoff!:** <http://tiltfactor.org/layoff/play.html>
- **Kabul Kaboom:** <http://ludology.typepad.com/games/kabulkaboom.html>

# Current Events

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# **Types of current event games**

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- Current event games with an argument. See to persuade.  
Use games to express an opinion

# Editorial

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- September 12<sup>th</sup>
- <http://www.mcvideogame.com/>
- Food Import Folly: [http://www.persuasivegames.com/games/game.aspx?game=nyt\\_food](http://www.persuasivegames.com/games/game.aspx?game=nyt_food)
- [http://select.nytimes.com/2007/05/24/opinion/20070524\\_FOLLIES\\_GRAPHIC.html?\\_r=1](http://select.nytimes.com/2007/05/24/opinion/20070524_FOLLIES_GRAPHIC.html?_r=1)
- Points of Entry: [http://select.nytimes.com/ref/opinion/20070621\\_IMMIGRATION\\_GRAPHIC.html](http://select.nytimes.com/ref/opinion/20070621_IMMIGRATION_GRAPHIC.html)
- Layoff: <http://www.tiltfactor.org/>
- Faith Fighter: <http://www.molleindustria.org/faith-fighter>

# Examples

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- Playable versions of soft news, celebrities, sports or political gossip.

# Tabloid

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- So You Think You Can Drive, Mel: <http://www.splashworks.com/pgame.php?id=5>
- Hothead Zidane: [http://www.corriere.it/Primo\\_Piano/Sport/2006/07\\_Luglio/10/pop\\_zidane.shtml](http://www.corriere.it/Primo_Piano/Sport/2006/07_Luglio/10/pop_zidane.shtml)
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# Game

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- Falls between editorial and tabloid games.
- Strives to emulate actual reporting, producing the videogame version of a written article or televised segment.
- Reportage games are carefully researched, with an eye toward factual description.
- Less common than editorial or tabloid games.

# Reportage

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- Mama Kills Animals: <http://flashgameawards.com/flash-games.php?game=81>
- Dig Dug Kellner: <http://www.gothamgazette.com/votegame/digdug.php>



- Are static
- Present data and synthesize information
- Find surprising revelations
- Tufte: Instruments for reasoning about quantitative information
- Make sense of data through visual display
- Make complex ideas clear and precise

# Infographics

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- Narrative, instructive, explorative, simulative
- Readers active participants in unfolding of information

# Digital Infographics

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- Budget Hero
- <http://www.nytimes.com/interactive/2011/01/25/us/politics/sotu-closer-look.html?ref=multimedia>
- <http://www.nytimes.com/interactive/2010/06/16/magazine/watson-trivia-game.html?ref=multimedia>
- <http://www.nytimes.com/packages/html/business/2009-private-equity/index.html?ref=multimedia>
- <http://www.nytimes.com/interactive/us/family-trees.html?ref=multimedia#index>
- <http://www.nytimes.com/interactive/science/rock-paper-scissors.html?ref=multimedia>
- <http://www.nytimes.com/interactive/2012/02/15/magazine/what-are-the-chances-for-republicans.html?ref=multimedia>
- <http://www.nytimes.com/interactive/business/buy-rent-calculator.html?scp=1&sq=%22better%20to%20rent%22&st=cse>

# Examples

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- Engage broader, historical and current events in a manner similar to documentary photography, cinema and investigative reporting

# **Documentary news games**

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- JFK Reloaded
- Berlin Wall
- John Kerry's Silver Star

# Examples

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- Scoop: [http://www.red-mercury.com/products\\_mac.html](http://www.red-mercury.com/products_mac.html)
- Crickler: <http://crickler.com/>
- Wonkette: <http://wonkette.com/404277/take-intern-julis-advanced-emanuel-brothers-personality-test-from-hel>
- <http://www.kongregate.com/>
- <http://www.bogost.com/watercoolergames/>
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- Ny Times Trivial Pursuit 2008
- Numbrix

# Puzzles

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- <http://www.washingtonpost.com/entertainment/puzzles>

# **Washington Post Games**

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- <http://www.smallmeans.com/new-york-times-infographics/>
- <http://www.niemanlab.org/2011/04/the-new-york-times-rd-lab-has-built-a-tool-that-explores-the-life-stories-take-in-the-social-space/>
- <http://www.newsu.org/courses/be-reporter-game>
- <http://www.rockpapershotgun.com/2008/12/02/pictures-for-truth-click-click-click-click-boom/>
- <http://beyond-good-and-evil.ubi.com/beyond-good-and-evil-hd/en-US/home/>
- <http://www.rockstargames.com/grandtheftauto/>
- <http://www.newsu.org/courses/be-editor-game>
- <http://knightfoundation.org/grants/20104679/>
- <http://knightfoundation.org/grants/20060985/>
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# Literacy

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- News is social because it affects groups of people

# Community

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- World without Oil Web (1,800 players from 12 countries): <http://www.worldwithoutoil.org/>
- <http://www.erepublik.com/en>

# Examples

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- Instead of ... How can you use Web or Facebook to deliver the news?,
- how about .. How might journalists create new platforms for news?

# Platforms

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- Play the News
- <http://www.playthenewsgame.com/portal/home.action>
- Fantasy sports
- Videogame platforms
- Scoop!: [http://www.red-mercury.com/product\\_scoop\\_windows.html](http://www.red-mercury.com/product_scoop_windows.html)

# Examples

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- <http://www.persuasivegames.com/>
- <http://www.gamasutra.com/>
- <http://www.womengamers.com/>
- <http://www.gamepolitics.com/>
- <http://www.tiltfactor.org/>

# Resources

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- [http://www.wired.com/special\\_multimedia/2009/cutthroatCapitalismTheGame](http://www.wired.com/special_multimedia/2009/cutthroatCapitalismTheGame)
- <http://knightfoundation.org/funding-initiatives/knight-news-challenge/>
- The Cartoonist: <http://knightfoundation.org/grants/20100442/>
- NY Newsgames: <http://knightfoundation.org/grants/20060985/>
- Playing the News: <http://knightfoundation.org/grants/20060997/>
- <http://kimpearson.net/?p=1241>
- <http://kimpearson.net/?p=1262>
- <http://jag.lcc.gatech.edu/blog/>
- <http://www.upsidelearning.com/blog/index.php/2010/12/15/3-game-mechanics-to-include-in-learning-games>
- <http://www.upsidelearning.com/blog/?p=991>
- <http://www.newseum.org/newsmania/>
- <http://www.playthenewsgame.com/portal/home.action>
- <http://jag.lcc.gatech.edu/blog/>

# More resources

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