

Isabelle Roy

Desma 157

Professor Eddo Stern

### Mark Flury Talk Response

I found Mark Flury's "Thumper" to be an interesting concept for a game, but I got a little lost during his talk because of how technical everything was. As someone that is far more interested in the design and art rather than the coding aspects of a game, I would have been interested in hearing from Thumper's co-creator, Brian Gibson. It did not seem like Flury had a strong grasp on the aesthetic aspects of the game and was very focused on the technical aspects of how it was made. This would definitely be a useful talk for someone interested in the game development side of game design, but it definitely was not as useful for someone like myself.

One of the parts of the talk that I found the most interesting was the ease with which Thumper was able to transfer to VR and how many platforms that Thumper is on in general. Already, I am seeing how different the process is when designing for different systems when the controls are different (a keyboard and mouse versus a touch screen versus a controller, for example), so it was really impressive that Thumper works across so many different platforms. I suppose its translatability comes in part from the simple controls of the game; there are not lots of different actions to perform or complicated interactions to orchestrate between characters. My mom always complains about how video games these days have too many buttons (it's a running joke in my household at this point) so I think she'd appreciate something like this where the controls are simple enough that they were able to translate across multiple platforms without much work.

I also wished he had talked more about the games he had brought from abroad during his talk. I had kind of anticipated that this was going to be a bigger part of the lecture since it was mentioned beforehand, but we did not really get the chance to have him go through the games at all. I had to run to work after the lecture so I did not have the opportunity to play them or speak to him after, so I felt I really missed out on that part of the talk.