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Think You Can Deconstruct the Ludic Century? Prove Your 12th Grade Gaming IQ

Evaluate how procedural rhetoric and ludo-narrative dissonance influence modern socioeconomic critiques through an advanced analysis of interactive semiotics.

1. In the context of Ian Bogost's 'procedural rhetoric,' how does the 2013 game 'Papers, Please' function as a socio-political critique?

- A. Through high-fidelity graphical realism depicting the harshness of border life.
- B. By using game mechanics to simulate the dehumanizing bureaucracy of totalitarianism.
- C. Via a branching dialogue system that prioritizes player emotional expression.
- D. By offering a sandbox environment where players ignore rules to maximize joy.

2. The concept of 'ludo-narrative dissonance' refers to a state where the gameplay mechanics and the narrative themes are in perfect thematic alignment.

- A. True
- B. False

3. The '___ Economy' in gaming refers to the real-world financial systems emerging from the trade of virtual goods, often seen in the skin-trading markets of 'Counter-Strike'.

- A. Fiat
- B. Secondary
- C. Tangible
- D. Synthetic

4. Which design philosophy is most evident in 'Disco Elysium' (2019) regarding its approach to character agency and failure?

- A. Linear progression where failure resets the game state.
- B. Power fantasy fulfillment through optimized combat statistics.
- C. Failing forward, where skill-check failures branch into new narrative consequences.
- D. Minimalist interaction designed to reduce player cognitive load.

5. Ray Tracing technology primarily impacts game performance by utilizing cloud-based servers to offload CPU processing tasks to the end-user's local hardware.

- A. True
- B. False

6. In 12th-grade media studies, '___ storytelling' describes the technique used in 'Elden Ring' where the narrative is pieced together through item descriptions and environmental cues.

- A. Expository
- B. Emergent
- C. Environmental

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D. Kinetic

7. How does the 'Indie Revolution' of the late 2000s, exemplified by 'Braid', represent a shift in the gaming industry's artistic legitimacy?

- A. It proved that only AAA studios could handle complex philosophical themes.
- B. It prioritized 4K resolution over narrative depth to attract movie critics.
- C. It demonstrated that 'Auteur' theory could apply to solo or small-team game developers.
- D. It ended the use of 2D graphics in professional game development.

8. The 'Magic Circle' is a theoretical concept suggesting that the rules of a game only hold meaning within the boundaries of the play space and time.

- A. True
- B. False

9. Evaluate the ethical implications of 'Dark Patterns' in modern game monetization, such as limited-time 'Battle Passes'. What psychological phenomenon do they most directly exploit?

- A. The Zeigarnik Effect (interrupted tasks stay in memory).
- B. FOMO (Fear Of Missing Out) and loss aversion.
- C. The Placebo Effect (expectations influencing outcomes).
- D. Synesthesia (mixing of sensory perceptions).

10. The concept of '___ Narratives' refers to the unique stories that arise from player interaction within a game's systems, such as the unexpected wars between factions in 'Eve Online'.

- A. Static
- B. Scripted
- C. Emergent
- D. Linear