## CMS.300 – Intro to Video Game Theory

## **Session 15 – PERFORMANCE**

### Readings

Boal, theatre of the Opressed Frasca, Videogames of the Opressed

# Concepts/Keywords

- performance
- theatre
- drama
- spectatorship
- progression v. emergence
- improve theatre

# **QUESTIONS**:

- How are games a performance?
- Who are the performers?
- Compare theatre vs. games
  - o Similarities?
  - o Differences?
- What makes a good game to watch as a spectator?
- What are the benefits of using a theatrical model to understand Video Games?
- What are the limitations of using a theatrical model?
- What models of theatre seem more productive? (Aristotle vs. Boal)
- How can performance models be used for political goals?

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