EXTENDED PLAY

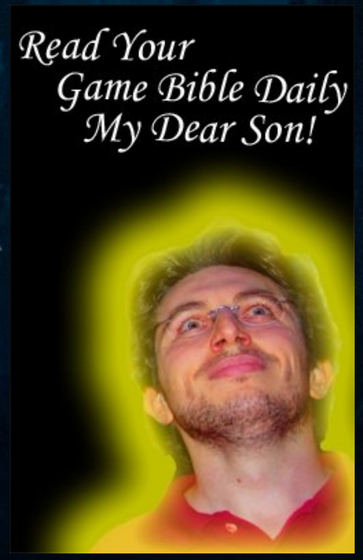
come idee, periferiche e stili di gioco
si incontrano nei videogiochi di ieri e di oggi

WARNING

Scaricate la app di Sony per iOS e Android

DIMMI CHI SEI

CHI SONO



VIDEO GAME
EVANGELIST

SENIOR SYSTEM
ARCHITECT

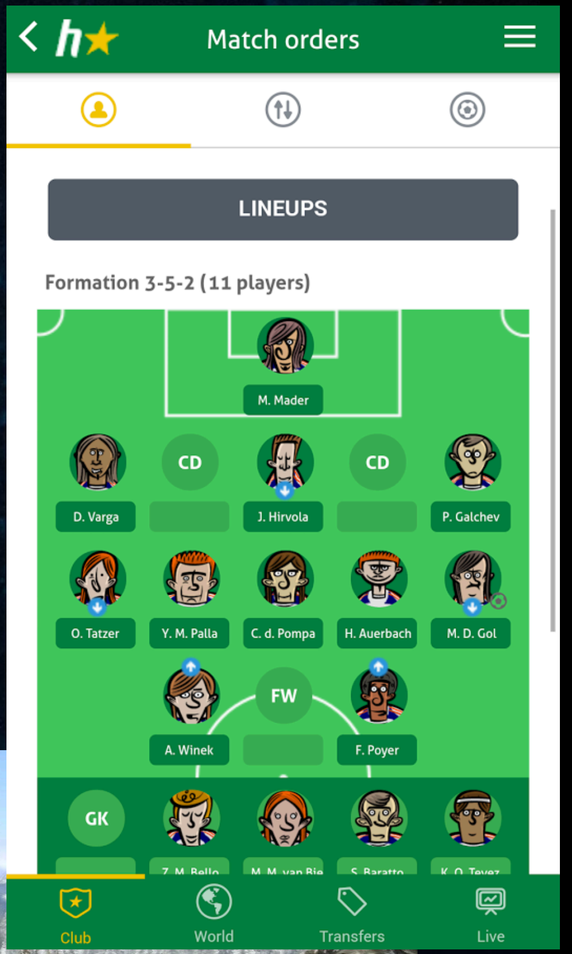
...NEL PASSATO...

ORA LAVORO PER

synesthesia
technology & emotion

MOTO GP

HATTRICK



FUTURIDIUM

World Rally Championship (WRC)

T-UNION

forma.8

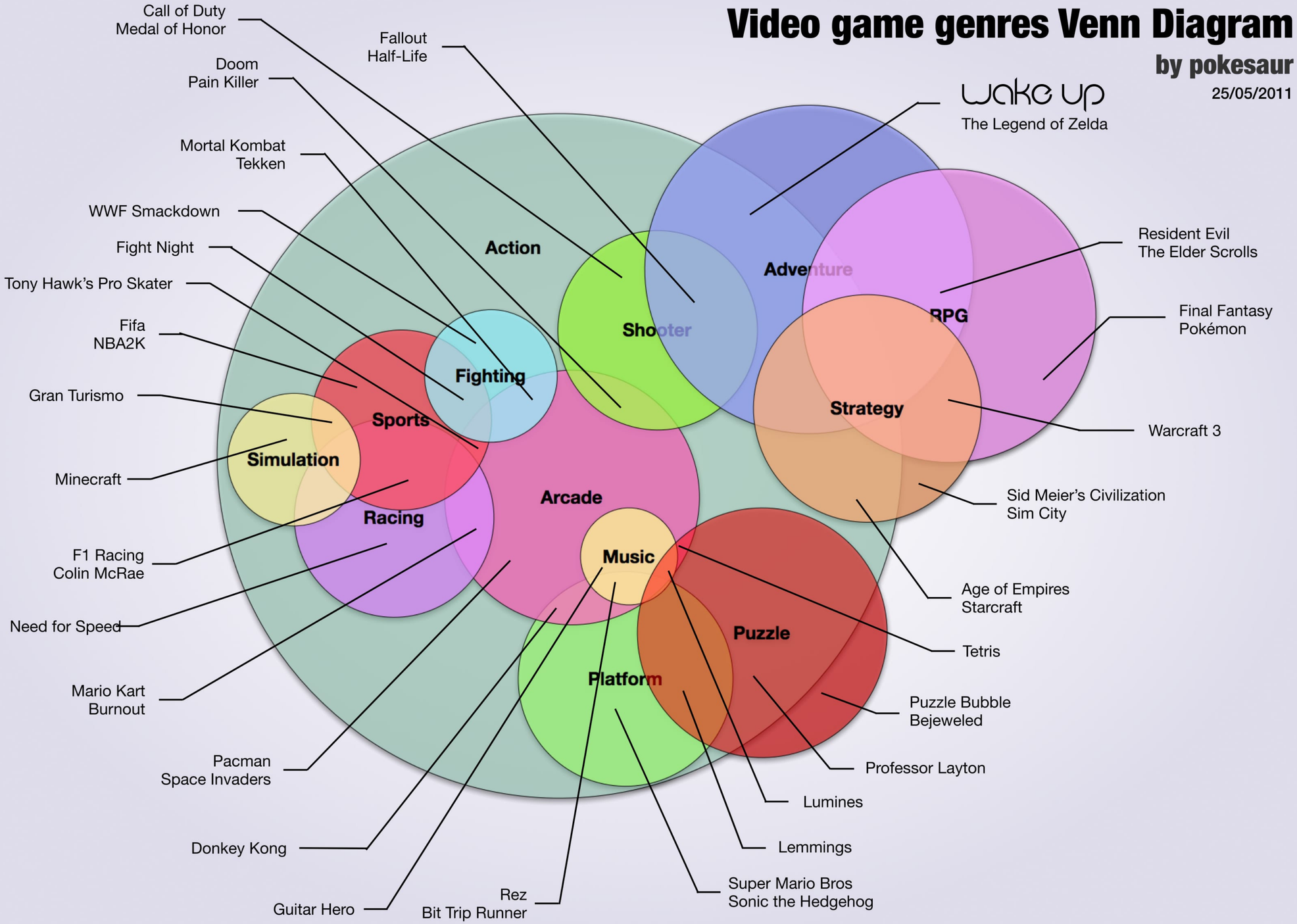
TM
7
www.pegi.info

QUALI INGREDIENTI
e
QUALI STRUMENTI?

Video game genres Venn Diagram

by pokesaur

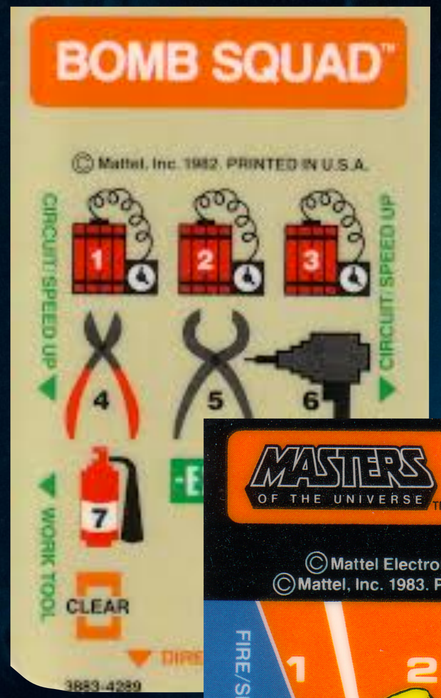
25/05/2011



...in principio erano i controller...

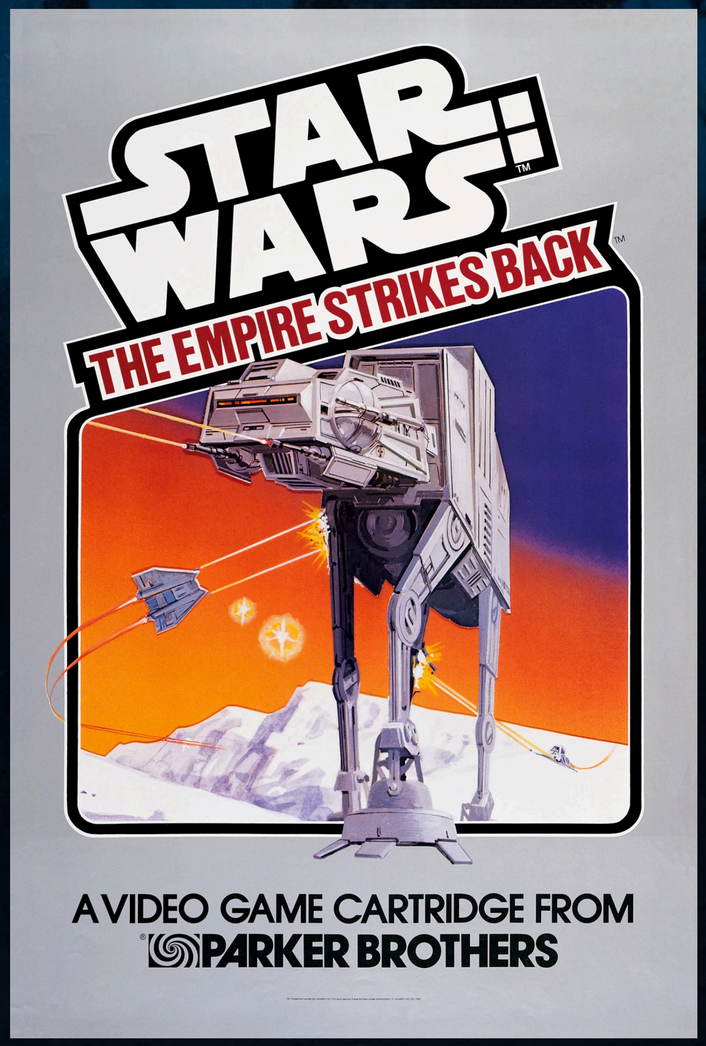
...con alcune divagazioni sul tema...

ROUND 1
TIME :26



EXTENDED PLAY
"I RULE THE GAME"

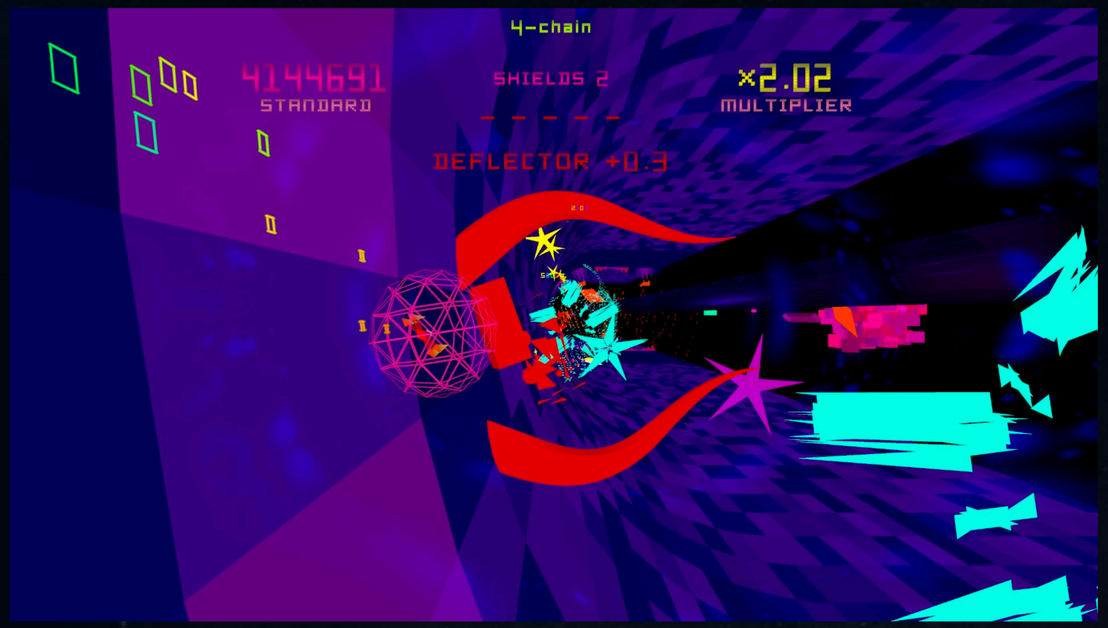
Extended Play psichedelico



Extended Play psichedelico

Jeff Minter

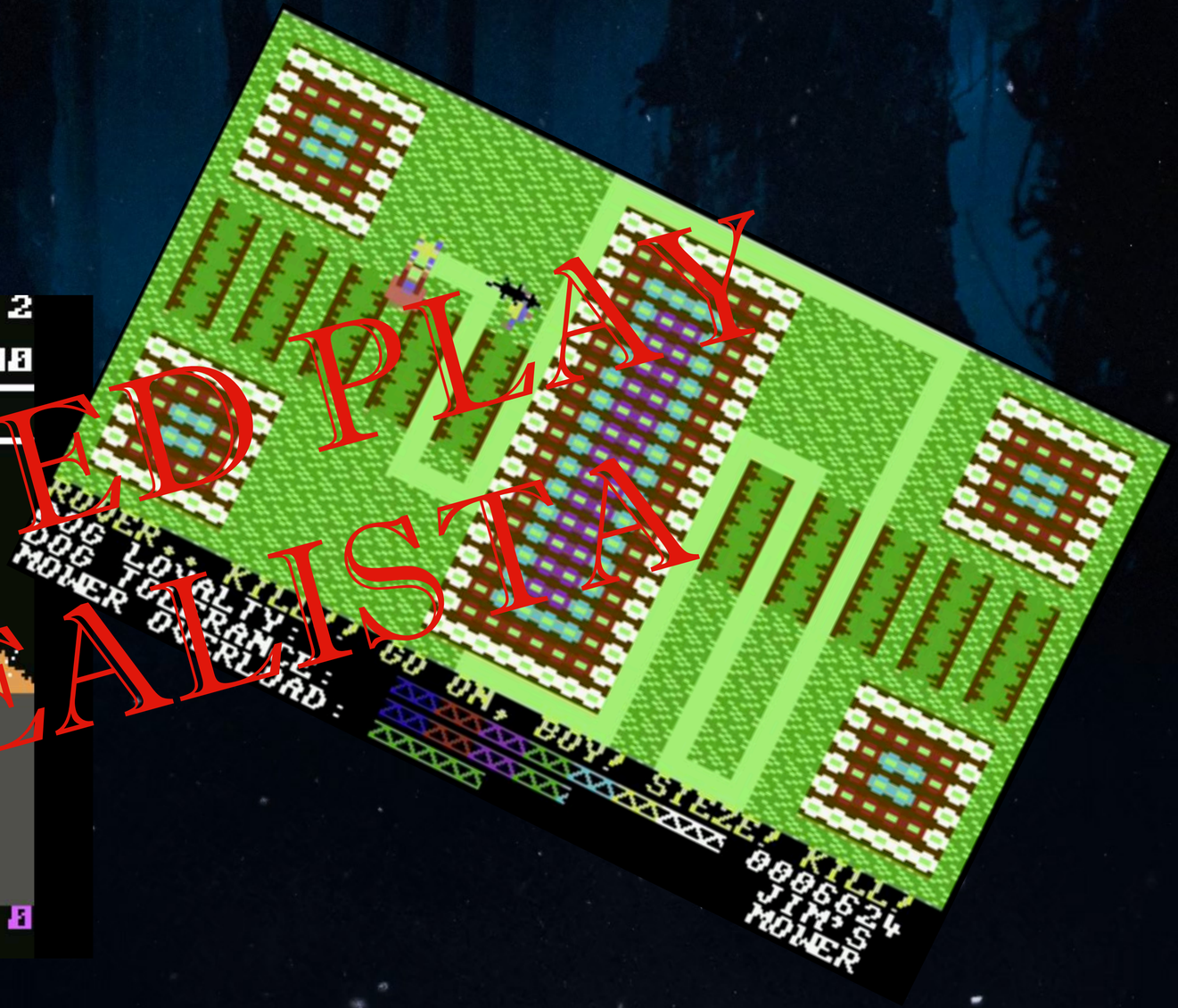
Txk



Polybius

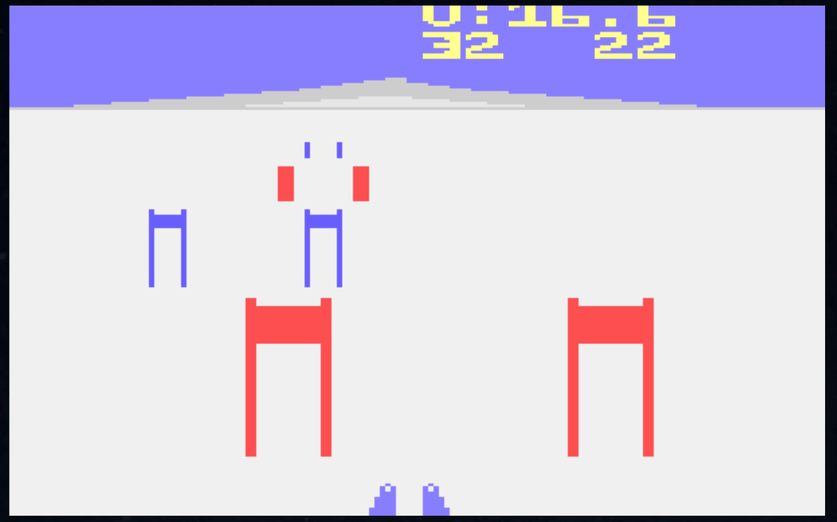
Polybius

POLYBIUS per PSVR



EXTENDED PLAY
SURREALISTA

Turbo e Joyboard



www.facebook.com/GamemasterHoward

INTRODUCING THE NINTENDO® ENTERTAINMENT SYSTEM.

The video game system that comes with a friend to play with.

You're looking at the next generation of home entertainment. It's the Nintendo Entertainment System. And it's about to change everything you've come to know about playing and *selling* home video game systems.

The Nintendo Entertainment System is revolutionary because it's the first *truly* interactive home video system.

No other video system features R.O.B.™, a computer-controlled wireless video robot who plays games right along with you. Or the Zapper,™ an amazing light-sensing video gun.

This extraordinary pair of video partners lets your customers transform Nintendo Game Paks into three-way and four-way video match-ups.

And that's only the beginning. Nintendo has a vast library of games that never stops growing. All featuring brilliant 52 color/dot graphics that bring your customers the most vibrant colors, sharpest resolution and truest video images ever seen on a television screen.

The entire family will enjoy home video entertainment like never before. Because never before has there been anything like the Nintendo Entertainment System.

EXTENDED PLAY DISOSTANZA

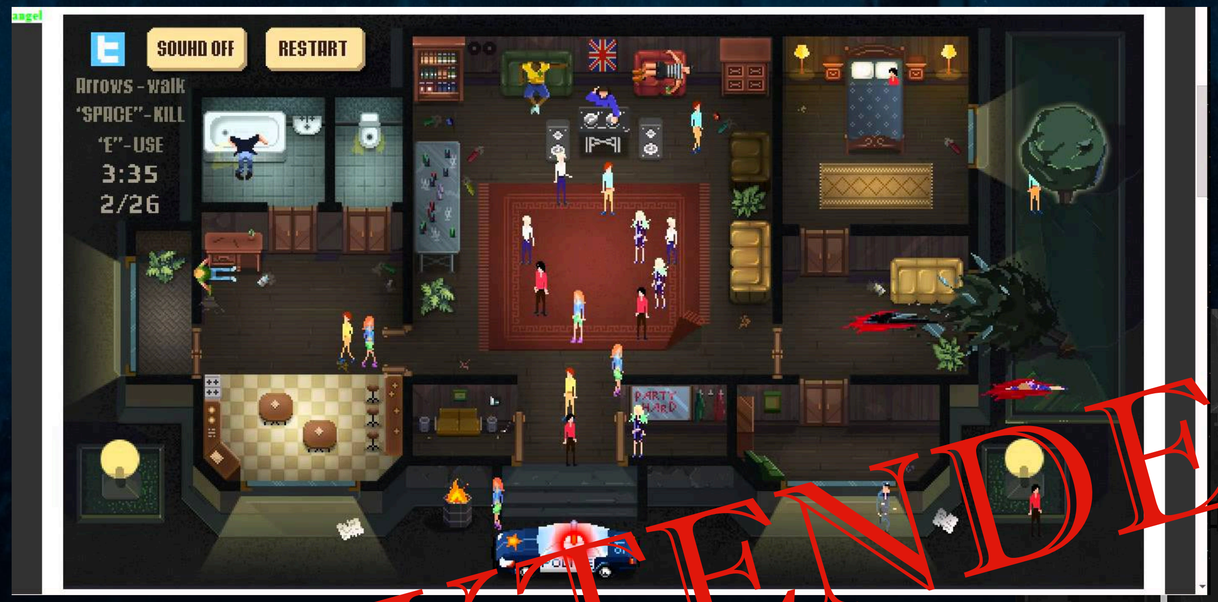
www.facebook.com/GamemasterHoward

Cambiare il paradigma di gioco

ZOMBIE NIGHT TERROR

Cambiare il paradigma di gioco

Cambiare il paradigma di gioco

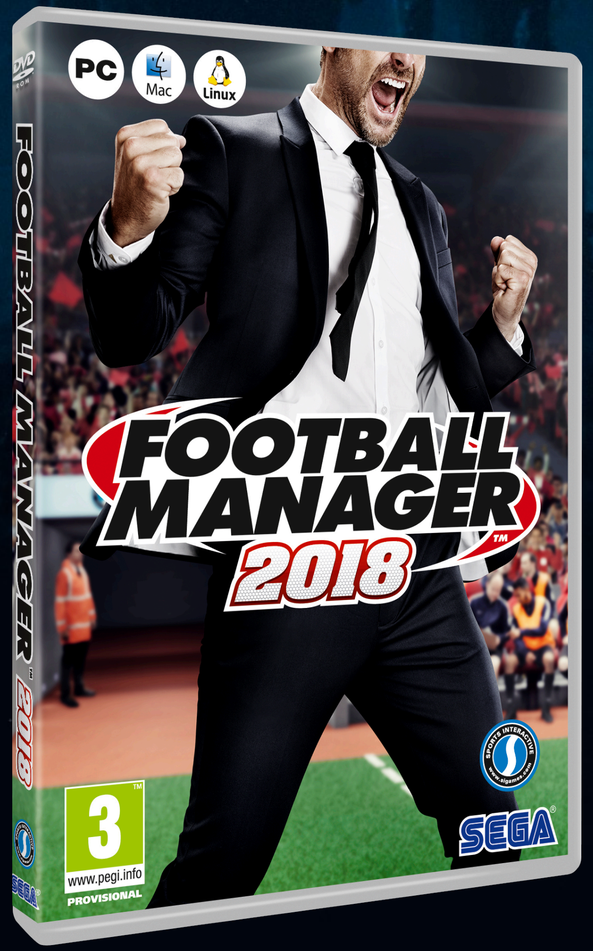


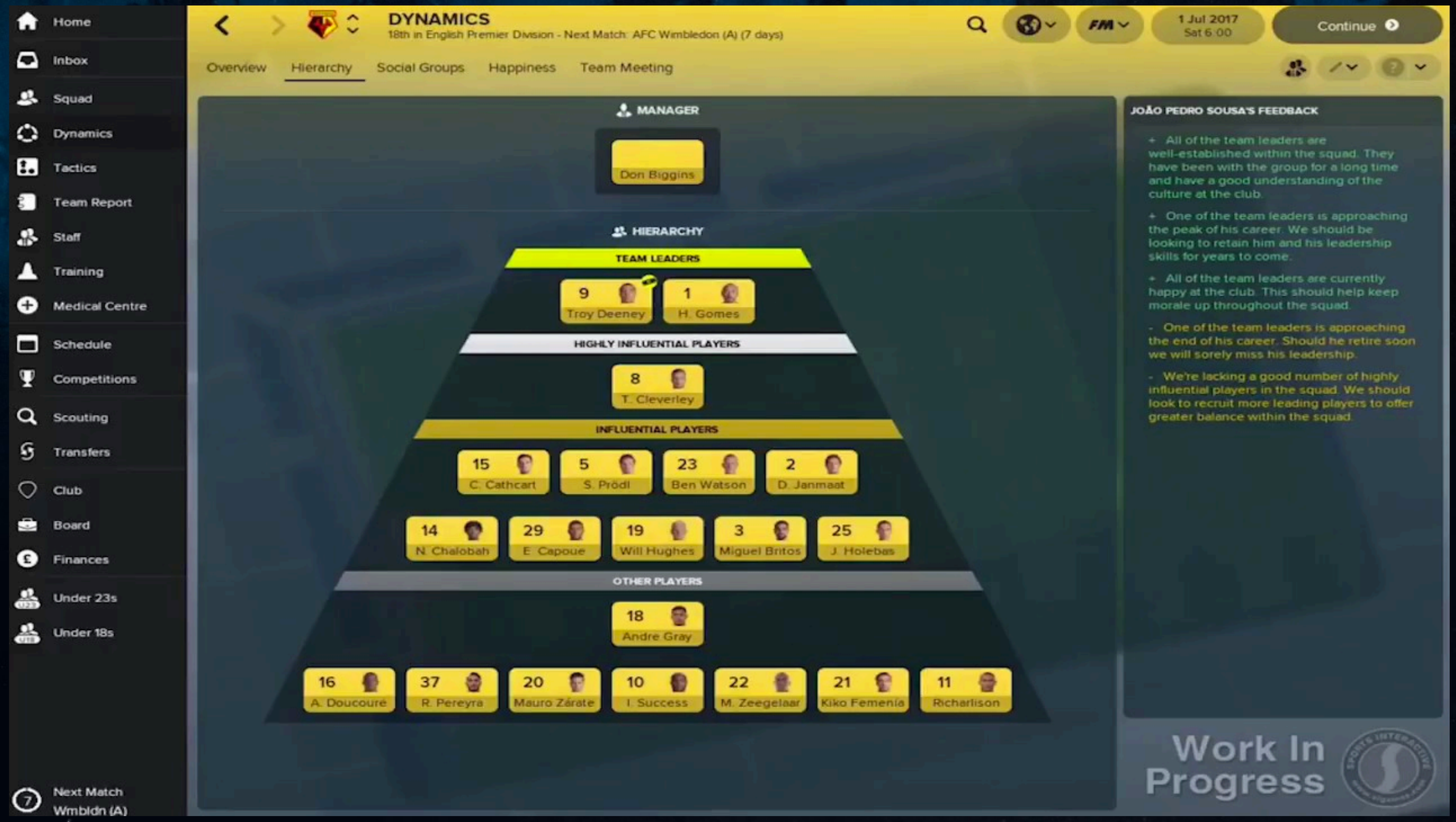
EXTENDED PLAY

UPSIDE DOWN

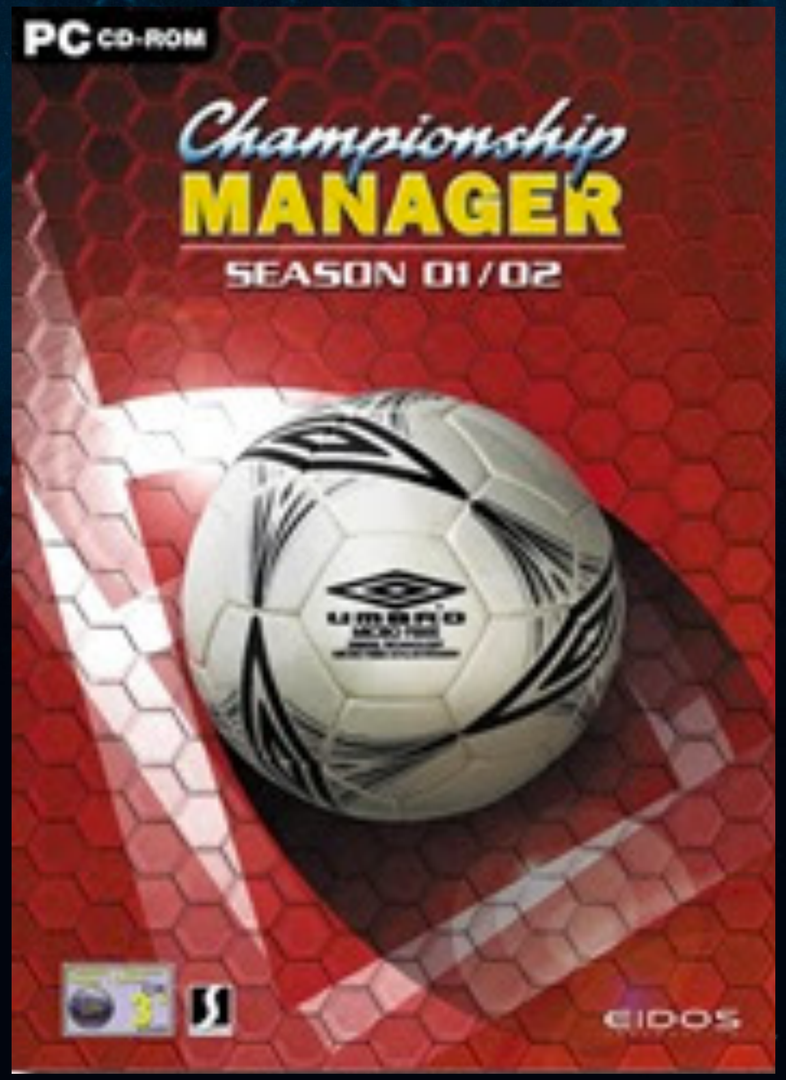
Extended Play....su carta

Allenatori nel pallone

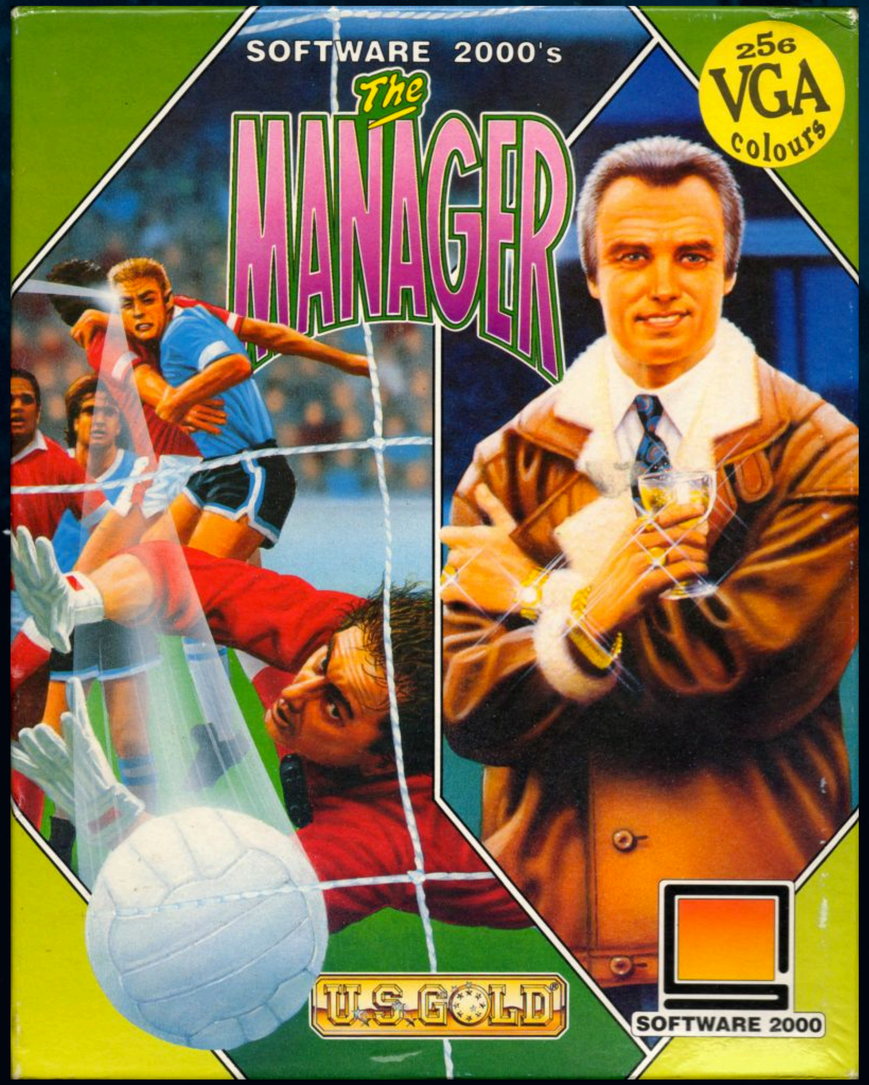




Allenatori nel pallone



Allenatori nel pallone



Aggiungere l’”online” a un gioco del 1991

TeamViewer

https://www.youtube.com/watch?v=A10C6VqFdW8&t=3916s

MATCHES Division 1 1st MATCHDAY 45th MINUTE

MANCHESTER CITY - DERBY COUNTY 2:0
2nd POS, STRENGTH 73 (82,85,52) 20th POS, STRENGTH 64 (71,73,47)

MANCHESTER UNITED - EVERTON 3:0
6th POS, STRENGTH 76 (91,87,52) 9th POS, STRENGTH 72 (80,83,53)

WIMBLEDON
7th POS, STRENGTH 72

ARSENAL
4th POS, STRENGTH 73

SUNDERLAND
19th POS, STRENGTH 64

CRYSTAL PALAC
13th POS, STRENGTH 76

SHEFFIELD UNI
1st POS, STRENGTH 65

SOUTHHAMPTON
14th POS, STRENGTH 65

NORWICH CITY
5th POS, STRENGTH 73

LUTON TOWN
18th POS, STRENGTH 67

Info on LIVERPOOL

16th POSITION IN DIVISION 1, STRENGTH: 77

HOME RESULTS: 0 WON, 0 DRAWN, 0 LOST
AWAY RESULTS: 0 WON, 0 DRAWN, 0 LOST
LAST MATCHES: --------
GOALS PER MATCH (AWAY): 0.0:0.0
RUNS (AWAY):
NO REMARKABLE RUNS.
BEST A-RESULT NOTHING RECORDED YET.
WORST A-RESULT NOTHING RECORDED YET.
SCORED A-GOALS NOTHING RECORDED YET.
CONCEDED A-GOALS NOTHING RECORDED YET.
PAST RESULTS AGAINST NORWICH CITY
H: NONE YET A: NONE YET
POINTS IN THE HISTORIC LEAGUE TABLE: NONE AT ALL...

CONTINUE REST OF SEASON WATCH

Newsexpress Sport

DEFENCE OF NORWICH CITY WAS ABSOLUTELY INSPIRED

NORWICH CITY: WALTON (3), BLADES (3), BUTTERWORTH (2), CULVERHOUS (2), GRAY (3), D.GORDON (2), SHERWOOD (3), D.SMITH (2), D.SUTCH (3), S.BALL (2), ULATHORNE (3)
GOALS: 1:0 S.BALL (24.MIN), 2:0 BUTTERWORTH (39.MIN)

YELLOW CARDS: WALTON
RED CARDS : NONE

EXTENDED PLAY TRANSCENDER

Extended Play….”à la carte”

Extended Play….”à la carte”

Tolleranza agli errori degli altri

Collaborazione

Pianificazione

EXTENDED PLAY CULINARIO

Il “Social screen”

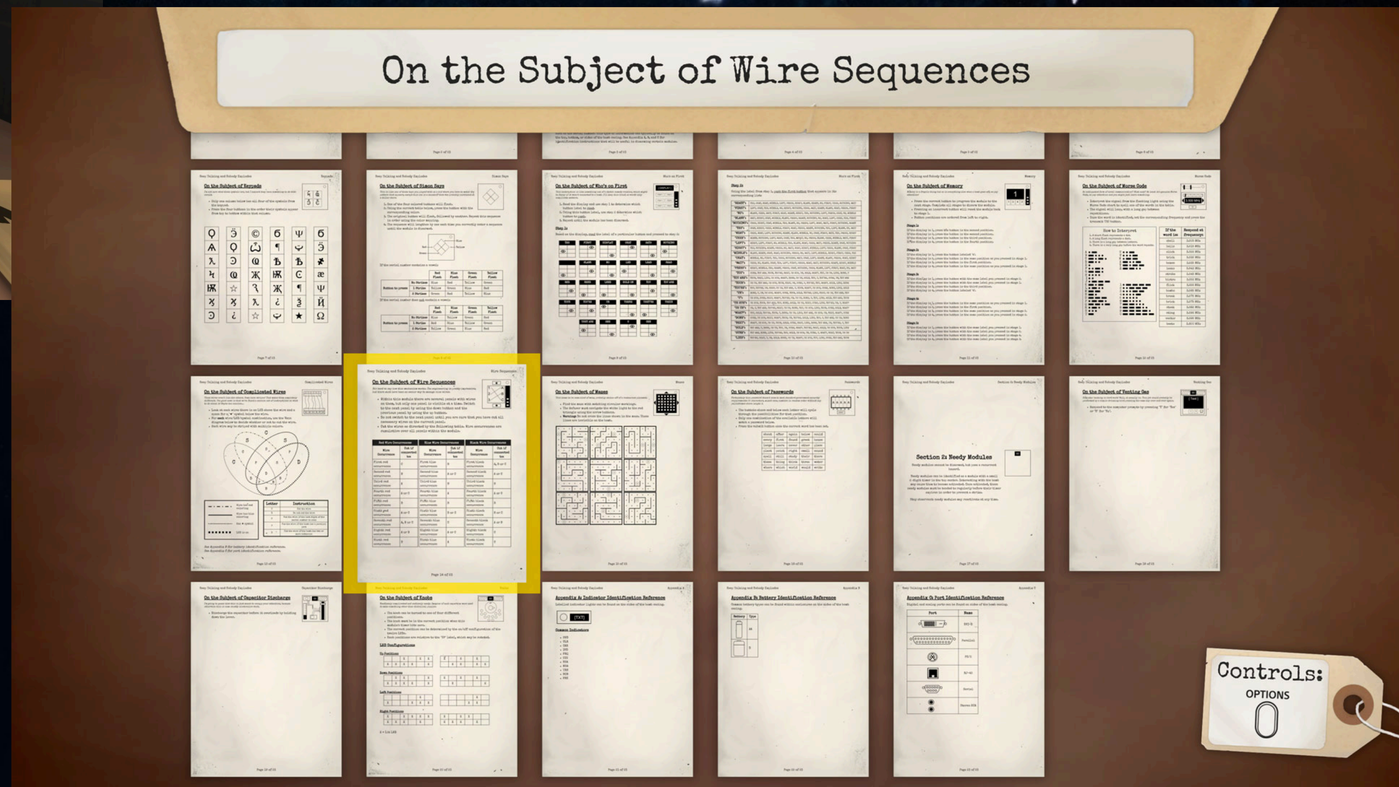
E’ il televisore che “contiene” l’immagine vista da chi ha il casco.

Lo schermo può anche trasmettere un’altro flusso video.
(due punti di vista distinti)

La definizione di “Social screen” nasce dal PlayStation VR.

Da tutte e due i punti di vista (caschetto e gruppo di persone) si nascondono informazioni.

Playstation VR



Il gamepad video di Nintendo Wii-U

PlayLink

TAGLINE
“YOUR PHONE IS THE CONTROLLER”

Come funziona

LA SFIDA FINALE

PAROLE CHIAVE
PER UN'IDEA "EXTENDED PLAY"

CONTAMINAZIONE

ANALISI

SPERIMENTAZIONE

RILAVORAZIONI

TEMPO

CORAGGIO

OVERTIME
DEFEND
154/400

HOMEWORK

Web-o-grafia

VIDEO GAME GENRES VENN DIAGRAM
https://pokesaur.files.wordpress.com/2011/05/diagramgenres1.pdf

POLYBIUS
https://en.wikipedia.org/wiki/Polybius_(urban_legend)

Articolo su LLAMASOFT
https://broadbentius.wordpress.com/2015/01/23/jeff-minter-and-ivan-zorzin-from-llamasoft-photographed-for-wired-italia/

Web-o-grafia

Sito di Championship Manager 01/02
http://champman0102.co.uk/

PLAYLINK: HOUSECALL
https://www.youtube.com/watch?v=AoB6SHyx81Q

OVERWATCH EARLY DEVELOPMENT GAMEPLAY - BLIZZCON 2017
https://www.youtube.com/watch?v=JcsLQFXzpr4

GRAZIE!

marco@marcomazzaglia.it

PDF della presentazione
disponibile online a partire da
Lunedì 13 Novembre 2017
su
www.informetica.it/blog/

EXTENDED PLAY

come idee, periferiche e stili di gioco
si incontrano nei videogiochi di ieri e di oggi