

ROBIN

JONSSON

"SIMULATIONS"

READ
ME

1. Pieter Ampe & Guilherme Garrido "Still Difficult Duet" & "Still Standing You" (8-10.3 2011)
2. TIR Performance "Kartläggare DEL 1" (15-16.3 2011)
- 3. Robin Jonsson "Simulations" (19-21.3 2011)

The MDT program texts is a series of unedited fanzine-style magazines available on the MDT website and in a limited cost price edition, printed, folded and stapled on a Konica Minolta All-in-one Copier.

MDT is an international co-production platform and a leading venue for contemporary choreography and performance situated in a reconstructed torpedo workshop in the Stockholm city center. MDT has since 1986 supported and collaborated with Swedish and international emerging artists. MDT is supported by Kulturrådet, Kulturförvaltningen Stockholm stad and Kulturförvaltningen Stockholms läns landsting.

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The never-ending project of realism in games.

What is realism in games and do we want it or not?

A computer game has to be consistent in all aspects of its behavior, it has to stay true to its own rules whatever they are, it has to stay true especially to the physical laws it creates. This is partly what is meant by realism. Realistic means here *more real*, not *like reality*. Also involved in the usage of the term is a belief in the power of technology to perfectly simulate real reality and therefore also a wish to keep on developing this same technology. Interrelated with this belief is the desire of consumers to take part in the consumption of these (the newest) technologies, which are first and foremost improving the realism of games. This helps "realism" to remain the number one goal for game developers.

One problem of realism in games can be illuminated by the term the "uncanny valley" a concept coined by Masahiro Mori. Mori's hypothesis states that *"as a robot is made more humanlike in its appearance and motion, the emotional response from a human being to the robot will become increasingly positive and empathic, until a point is reached beyond which the response quickly becomes that of strong repulsion. However, as the appearance and motion continue to become less distinguishable from a human being, the emotional response becomes positive once more and approaches human-to-human empathy levels"*

This I argue can as well be applied to animation (therefore also computer games). This demonstrates one problem of realism. The complete failure of the film Final Fantasy: Spirits Within can be explained by the concept of the uncanny valley. Final Fantasy: Spirits Within is a "photorealistic" animated feature film made by Square Pictures 2001. It was a highly anticipated film but finally became a complete flop and it cost the company 94 Million US dollars.

In an interview with Gamasutra, Epic Games founder Tim Sweeney suggested that the game industry is only 10-15 years away from achieving perfect realism in terms of graphics. *"But there's another problem in graphics that's not as easily solvable. It's anything that requires simulating human intelligence or behavior: animation, character movement, interaction with characters, and conversations with characters. They're really cheesy in games now."* *"Sweeney also explains that even great titles such as Half Life 2: Episode Two, Gears of War, or the Halo series are extremely artificial compared with the performance of a live actor, because of these really fine nuances of human behavior"*. Here is another problem of perfect realism raised, the ungraspable complexity of human behavior.

Technological visionaries has for some time prophesized that soon we will have the technology that enables us to create a virtual reality identical to real reality. This belief is not new, In the 70's the term virtual reality was popularized. The 90' saw a research boom in virtual realities and a number of games appeared, players put on a big suit with goggles and battled each other in a world made up of geometrical figures. These technologies were quickly forgotten. The game-developing industry is continuously producing more and more realistically looking games, but is this what gamers want? And is this what makes a good game? As shown by the 2 examples above, there are problems involved.

Do we want realism?

NO

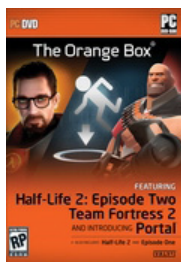
On the one hand, gamers primarily want a good game. Computer games are primarily games, and games are mainly about playing and creating meaningful play, not about realism.

A game does not need advanced technology to be a good game. This can be illustrated by taking a look at the first 10 years of computer game development. Developers had access to extremely low technological resources still they created some (even today) outstanding game *experiences*. Developers were very limited in what they could create and this forced them to become more creative and to use what they had more efficiently, with the aim of making a good *game* that creates a meaningful and immersive experience. Not a realistic simulation of reality.

YES

On the other hand a big part of contemporary games are besides games also competing in a race to reach higher and higher degrees of realism because computer games today are much more than just games, they are also simulations of humanoids, arguably even of "reality" and they form the biggest platform on which a majority of people comes into contact with advanced technology, meaning they form a big part of the technological consumerism of today.

Prima pagină » Jocuri » Half-Life 2: Episode Two



Half-Life 2: Episode Two

Producător: [Valve Software](#)
Distribuitor: [ComputerGames](#)
Data lansării: **10-Oct-2007**

Platformă: **PC**
Gen: [Shooter](#)
Website: [Vizitează](#)

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Jocuri similare: [Half-Life 2](#), [Half-Life 2: Episode One](#)

PC recomandat: **CPU 2GHz, 1GB RAM, Video Card with 256MB**

Nota joc  86

Info	Review	Știri (6)	Imagini (118)	Downloads (9)	Forum
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- A new episode for one of the best-selling action games of all time.
- Reveals new secrets
- Franchise of over 18 million units sold worldwide
- Incredibly advanced Artificial Intelligence (AI)
- Highly detailed environments provide amazing gameplay settings
- Digital Actors: The most sophisticated in-game characters ever witnessed
- Physical Gameplay: Objects obey the laws of gravity, friction and buoyancy.
- Intense story line will appeal to those seeking more than another shooting gallery experience



Halo 3 - Xbox 360

Producător: [Bungie Studios](#)

Distribuitor: [Microsoft](#)

Data lansării: **26-Sep-2007**

Jocuri similare: [Halo 2](#), [Halo: Combat Evolved](#)

Platformă: **Xbox 360**

Gen: [Shooter](#)

Website: [Vizitează](#)

Nota joc  55

Info	Imagini (15)	Downloads (13)	Forum
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The Covenant control Earth. The Flood is unleashed. With the fate of the galaxy hanging in the balance, Master Chief is the only one that can save the human race. The entire epic story arc has led up to this moment. Master Chief, the last of his kind, is a warrior born for combat, bred for war... and humanity's only hope.

After stowing away on a Forerunner spacecraft, Master Chief, a genetically altered, cybernetically enhanced Spartan supersoldier, must race back to Earth to stop the Covenant once and for all and save mankind. With his artificial intelligence companion Cortana in the grip of the Flood's intelligent embodiment, Gravemind, Master Chief and his allies are vastly outnumbered. But the stakes are too high to do anything but face them head on.

In "Halo 3" the third installment of this legendary epic, the war has come to a climax -- the Flood continue to grow in numbers and strength, the armies of Earth are scattered and decimated, and the Covenant threaten to activate the Halo, effectively destroying all life in the galaxy. Master Chief's mission: to stop the Covenant, destroy the impending Flood threat and ultimately save mankind.

- Next-generation experiences. With the power of Xbox 360, "Halo 3" raises the bar on the next-generation gameplay experience with non-stop action, an incredible story, massive battles, and visually stunning worlds.
- Stunning single-player action. Epic and compelling storytelling on a scale never before seen in interactive entertainment with new weapons, characters and challenges. You can experience Master Chief's greatest battle as he transcends greatness and becomes a legend.
- Xbox LIVE multiplayer redefined. Working in concert with Xbox LIVE on Xbox 360, "Halo 3" builds upon the unique social multiplayer experience of "Halo 2" and promises to enhance the innovative and evolving online gameplay of "Halo 2" on Xbox LIVE.
- Evolution of a Blockbuster. Taking full advantage of the power of Xbox 360, "Halo 3" will expand on everything that has made the "Halo" franchise great and will add a wealth of technical advancements
- Next-generation, high-definition visuals. Presented in stunning HD, see the well-known "Halo" universe as it's never been seen before. State of the art HDR (High Dynamic Range) lighting makes every scene look and feel like the real thing, from terrifying gloom to dazzling sunshine, adding more detail to every weapon, more texture to every character, and more realism to every battle.
- Enhanced AI. Countless foes, each with their own distinct personality, strategy and fighting style, make for better encounters and more replay value, which will culminate in larger scale combat than ever before witnessed on the "Halo" battlefield.
- Split-screen support. Staying true to the original games, "Halo 3" will support four player split-screen and system link gameplay, letting gamers battle it out both online via Xbox LIVE or with a group of friends right in their own living rooms.
- In-depth stat tracking and standings. Made famous as a key component of the renowned "Halo 2" multiplayer experience, Bungie.net will continue to innovate how gamers track their progress, as they view their rankings and stats in real-time.
- Fully positional Dolby Digital 5.1 surround sound. Duck as a rocket sizzles over head. Take action as the footsteps of a Covenant adversary echo in the distance. Every sound in "Halo 3" is fully positional, bringing the world of "Halo" to an even more vivid level of realism.

