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THE STANLEY PARABLE

A GAME ABOUT A GAME ABOUT LIFE

THIS GAME CREATED/INVOKED A LOT OF FRUSTRATION IN ME. I FELT I HAD FOUND A GAME THAT WAS COMMUNICATING THE DILEMMA OF LIFE AND HOW WE ACT IN IT. BASICALLY IT MADE ME REFLECT AND THAT'S WHY I LOVE IT!

Jonas Klemmensen

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Back in the mid 90's i was introduced to MUD's online textbased RPG. for the first time i experienced social gaming across the world.

Asbjørn Skovsenle - @Danishbuddha

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I was about to initiate my fourth semester at Aalborg University. It had been a long and cold winter, and we all felt slowed down and affected by the short days.

My then neighbour invited me over to ~~try~~ try this new game – Flowers. For the two-three hours I played we did not exchange a single word.

In the game, I travelled from a dark, industrialised environment into a light, green, beautiful place; the chain of flower leaves expanding as I went.

And I felt relief because this would be our journey through fourth semester. I was suddenly very relaxed and peaceful.

– Stine, @UrbanPenguin

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I played 'Yearwalk'. ~~and~~ It still scares me just thinking about it – but the game was so beautiful and mesmerizing.

- Sophie

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Many years ago, I played Max Payne.
At some point he/~~me~~^{gets} injected
with a psychotic drug and keeps
stumbling around in a ~~dark~~,
nightmare labyrinth.

It made me forever scared of ~~it~~
~~the~~ experiencing ^{real} psychosis.
(plus: I really wanted to punish the
bad guy for doing this to
me)

Krishine
@kserik

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In the game Another World (from some time in the 90's), you are escaping a prison in an alien world. Through the game you have a helper/collaborator that helps you escape. And vice versa. Slowly building a friendship between the 2 characters.

In the end of the game the friend dies saving your life. And the feeling of loss, for me was extremely intense. Made me both cry and feel special through that friendship.

Rikke Toff Nørgaard, Ass. Prof.,
PhD on "Gameplay Corporeality",
Centre for Teaching Development &
Digital Media

Collecting herbs, using herbalism,
in world of Warcraft

wandering the landscape

made me enter a meditative state

taking the landscape in

settling into my body, letting

go of my churning mind.

moving "in between" quests/raids

not killing time by collecting

herbs, but finding

your peace of mind.

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ME AND MY FRIENDS HAVE PLAYED DOTA FOR MORE THAN 10 YEARS. GIRLFRIENDS, JOB, CITIES OF RESIDENCE (AND EVEN WIVES) COME AND GO, BUT ~~OUR~~ OUR "AFFINITY" SPACE" (THANKS JPG) STAYS.

THE SOCIAL ASPECT HASN'T CHANGED FROM DOTA TO DOTA2 - ONLY THE CONVENIENCE.

SHARING THE FEELING OF ACCOMPLISHMENT WITH FRIENDS HITS ME RIGHT IN THE FEELS - ~~MAKES~~ ^{KEEPS} ME PLAYFUL.

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Playing GT on a playstation 2, made me
want to buy a racing car and go to Belgium (spa).
Which eventually cost me a lot of money, because
I ended up buying an old Porsche 356 which
I have been racing since.

@M-L-Rasmussen

Michael Rasmussen

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I have always been a bit afraid of online games
I remember being great at Call of Duty ~~with me~~
and getting great killstreak. This gave me an
aha feeling of overcoming something that
wasn't that dangerous after all. And
also a feeling of mastering
@AskeLund

~~AskeLund~~

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Jeg så nogle elever spille GST, og blev trist over spillets manglende mulighed for at spilleren kan spille særlige mostekørlige handlinger og yderligere den vedt spillet lægges op til

Denne følelse kender jeg fra erfaringer fra adventure spil, hvor man løber rundt og leder efter en knap el. andet for at komme videre. Måske som et markusid

Et spils kvalitet ændler måske mest og hvordan spilleren har mulighed for at agere!

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The JOURNEY

An emotional metaphoric metaphysical journey through my own life. I sat stunned by awe through the whole experience. It moved me like "entertainment" haven't moved me before. At the end of the "game" (it feeling like more than a "game") I was choking with tears.

The game reminded me of the beautiful journey we are all on: the struggles, the friendships, the excitement and playfulness of it all.

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When my friends and I played Hattrick.org, an online football manager game.

We discussed it at all time during the day. Presenting a new player or a great result, we would get up during the night to buy a player.

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a recent game which ~~was~~ resonated with my feelings was brothers: a tale of two sons. It's not as drastic as the games ending, but it made me remember my childhood I shared with my older brother who always had my back.