



## Gamasutra

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## Featured

### **The End of RTS? A Command & Conquer 4 Interview**

EALA lead designer Sam Bass discusses the ideas that his team has injected into Command & Conquer 4, the last game in the series, to help make the RTS genre more approachable to newcomers and more satisfying to all.

## **The Story of Score Studios: Westerners Move East**

The story behind two Westerners who moved to work at Japanese game studios and then set up their own indie, Score Studios -- and why they've chosen to set up shop in the country widely assumed to be struggling hardest when it comes to development.

## **Interview: The Shape of God of War III**

Sony Santa Monica senior producer Steve Caterson talks the development processes and content concerns that informed the development of SCEA's biggest sequel of the generation -- and what the franchise's future may hold.

## **Free To Play Games, Meet The Virtual IOU**

An examination of the introduction of Kwedit, a kid-centric service to allow gamers to promise to pay for virtual items and then deliver on it later may be the start of an important way to boost free-to-play revenues... or a mere blip.

## Expert Blogs

### **Mini-Rant: Difficulty Selectors - by Tyler Glaiel**

"What difficulty setting?" is always such a tough question to answer

## **Story-Generating Games - by Shay Pierce**

I've noticed a "meta-genre" of games: Story-Generating Games, including Dwarf Fortress and Left 4 Dead. I look at the games that succeed and this and why, and ask whether this is the real solution to the conflict between gameplay and narrative.

## **GDC: The Fantasy of Control Part VII - Somnolent in Seattle - by Matthew Burns**

A series of daily scene reports from GDC 2010 in and around the Moscone Center, San Francisco. Part VII: Back home. Trends. Video games.

## **Class Acts at GDC - by Kim Pallister**

While this year's GDC provided learnings on all facets of game development, this year's rant session held great lesson on leadership that bears calling out.

## **GDC 2010, Day 3 - by David Sirlin**

Everything I saw on day 3 (the last day) of GDC 2010.

## **Inspiration: "Look everywhere else" - Jesse Schell - by Nathan Kontny**

Jesse Schell has a great section on inspiration in his book *The Art of Game Design*. Basically: Look everywhere else besides other games and game designers for inspiration.

## **Why People Pay For Virtual Goods - by Nicholas Lovell**

People don't buy virtual goods because they want to pay for their entertainment, or because they feel they ought to. They buy virtual goods for the same reasons they buy branded goods in the real world.

## **GDC 2010, Day 2 - by David Sirlin**

Everything I saw on day 2 of GDC 2010.

## **Small Worlds bits. - by Radek Koncewicz**

A few key points that make Small Worlds such an interesting title.

## **Two-Part Shadow Maps - by David Rosen**

The shadow maps we use in Overgrowth are unusual in that they contain two parts: direct shadows and ambient occlusion. These correspond to the two light sources in outdoor scenes, the sun and the sky.

## **GDC: The Fantasy of Control Part VI - The Sound of Music - by Matthew Burns**

A series of daily scene reports from GDC 2010 in and around the Moscone Center, San Francisco. Part VI: A parade and Trauma.

## **Fun Over Features - by Alistair Doulin**

Do you know the agile manifesto list of key items? What would you add to this list? What specifically does agile game development need?

## **Three Rules to Balance By - by Tyler Sigman**

Game balancing and tuning are some of the most difficult parts of game design. Thankfully(for me anyway), they are also some of the most enjoyable and rewarding parts. I consistently rely on 3 rules to help me navigate the minefields.

## **[KOCCA] Korea Gaming Market 2009: Market Research - by Simon Lim**

Korea Creative Content Agency (KOCCA) published the Annual Report 2009. The report include a market size and forecast for the Korean online gaming market.

## **GDC 2010, Day 1 - by David Sirlin**

Everything I saw the first day of GDC 2010.

## **GDC 2010, The Day Before Day 1 - by David Sirlin**

My adventures at GDC 2010, contrasting business world of selling virtual items with passionate indie world.

## **GDC: The Fantasy of Control Part V - Baiyon And On - by Matthew Burns**

A series of daily scene reports from GDC 2010 in and around the Moscone Center, San Francisco. Part V: Baiyon and incandescence.

## **Zynga: The Future, Or Just A Bit Of It? - by David Hayward**

Zynga is not a threat to traditional video game development, but it is most definitely a threat to developers' sense of identity.

## **A Game Geek's Journey - by Timothy Ryan**

Reflections on the last twenty years of dreaming big and overcoming adversity

## **GDC: The Fantasy of Control Part IV - by Matthew Burns**

A series of daily scene reports from GDC 2010 in and around the Moscone Center, San Francisco. Part IV: Workflows and fluency.

## **Novice Ultra Mode: An Oxymoron For Us All - by Michael Molinari**

Have you ever felt like a novice at something, but wanted to be an ultra player? I think I might have a temporary solution for you (until you upgrade from novice and are on your own).

## **GDC: The Fantasy of Control Part III - by Matthew Burns**

A series of daily scene reports from GDC 2010 in and around the Moscone Center, San Francisco. Part III: The Metreon and Infinity Ward.

## **GDC: 'Phaedrus' Returns From Beyond To Give GDC Lecture? - by Simon Carless**

Who is Phaedrus?

## **Social is the Platform: A Designer's Perspective - by Joshua Dallman**

A discussion on the design shift required to move from traditional thinking about new platforms to the new platform of social games.

## **GDC: The Fantasy of Control Part II - by Matthew Burns**

A series of daily scene reports from GDC 2010 in and around the Moscone Center, San Francisco. Part II: Press pass and Jenova Chen.

## **GDC Day 1 Review - by Martin Nerurkar**

So, the official part of Day 1 is over. I've spent most of the day listening to the various lectures of the Social and Online Games Summit. Roughly half of them have been very good and interesting, the other half was so-so.

## **GDC: The Fantasy of Control Part I - by Matthew Burns**

A series of daily scene reports from GDC 2010 in and around the Moscone Center, San Francisco. Part I: EVE Online and the BART.

## **GDC 2010 - Day 0 - Flight, Food, and a few Showers - by Jim McGinley**

One man returns to GDC early. Details meaningless existence.

## **Game Engines at GDC 2010 - by Mark DeLoura**

A year ago, I conducted a survey of senior technology- and production-focused game developers, asking them their thoughts about game engines. How have game engines evolved in the past year? What will the engine developers be showing at GDC 2010?

## **Why No Female Soldiers? - by Nick Halme**

Kotaku proffered that there is a lack of virtual female soldiers in video games chiefly because it's too much work to create the extra models needed to display female counterparts. I argue that it's a real world issue, and explore the deeper question.

## **The Illusion Game - Kickstarter Project - by Timothy Ryan**

The Illusion Game - an MMO novel is now a Kickstarter project. Please read on and support my independent project.

## **Why It's Harder to Write Stories for Games Than Any Other Medium - by Jeff Spock**

Non-linearity is generally trumpeted as the biggest problem for a game writer or narrative designer. This is not always the case -- after all, there are relatively linear games. In my opinion the real complexity lies in the nature of game design itself.

## **What made those old, 2D platformers so great? - by Radek Koncewicz**

A look back at some of the best 8-bit and 16-bit platforming games, and the design behind 'em.

## **Impotent Rage! - by Benjamin Quintero**

Activision has the web in an uproar and absolutely nothing will come of this.

## **RetroScope #1: The Cinematic Appeal of Final Fantasy VII - by Alan Youngblood**

A look back at Final Fantasy VII's huge impact in cinematic appeal. And I'm not even talking about the pre-rendered cut-scenes! Also, I examine Resident Evil for similar appeal.

## **R&D Tax Credits for Game Development Just Might Keep YOU in Play! - by Peter Feldman**

Most game developers pay more taxes than they should. Often, they are not claiming all of the tax credits to which they are entitled. One of the largest credits available to game developers – often overlooked – is the Research and Development tax credit.

## **Former Infinity Ward exec vs Activision lawsuit - an initial analysis - by Jas Purewal**

Former Infinity Ward executives have launched a high-profile lawsuit against Activision for royalty payments over Call of Duty: Modern Warfare 2. Lawyer Jas Purewal discusses the lawsuit and what it means for Activision and the Modern Warfare franchise

## **Clickability: A Design Concept for Social Games - by Aki Jarvinen**

Clickability = the routine yet enjoyable behavior of executing a set of game actions, with the mouse, and intuitively responding to the UI feedback, during a single social (Facebook) game session

## **The Explodemon Saga - Part Five - by Jonathan Biddle**

In the fifth part of the Explodemon Saga, Explodemon is entered into the IGF, and the decision is made to close Curve Studios.

## **Pervasive Play - by David Hayward**

Jesse Schell's DICE talk is doing the rounds. I've often thought about designing game rules into everything: what if a mundane job could be made compelling by game rules?

## **Pay with FaceBook and Why Pigs Fly - by Greg Costikyan**

Social network game providers earn 100% of the consumer dollar, less a small percentage for transaction fees. With FaceBook credits, the network takes 30%. Is this the start of a revenue landgrab by the social networks?

## **Looking Forward To GDC - by Tyler Glaiel**

I am excited for GDC this year

## **Bringing Down the Hairy Elephant: The Ancient Art of Storyboards - by Paul Culp**

In this blog entry we emphasize the importance of storyboarding in all forms of media projects, from narrative film, animation and video games. With a brief retrospective, of course.

## **Pioneering a New Tomorrow - by Benjamin Quintero**

The future looks scary for classic gamers, but it might be what is best for the industry.

## **Virtual Worlds Metamorphosing - by David Hayward**

Virtual worlds aren't the escape we thought they'd be. While VWs were led by MUD and Ultima fans, the virtual world movement will end with a mass market, and interaction design will see to it that the most effective are those that tie to real lives.

## **Social Network Games in Korea: An Overview - by Simon Lim**

This posting will discuss the differences and similarities between the Korean and the North American markets, and review major social network games in Korea.

## **Pop-up videos and love. - by Radek Koncewicz**

A short take on what constitutes a loving touch in a videogame, and what makes these elements so special.

## **Nexon's Online Game Revenue Surpasses 700 Billion Won in 2009 - by Simon Lim**

Nexon held a press conference last month in Seoul, where the company headquarter is located, to review the global gaming business in 2009 and present its future business plans.

## **Game Cloning - by Greg Costikyan**

Game cloning is a big problem in the casual and social game markets -- but not in conventional videogames, mobile games, or the current mass market tabletop or hobby tabletop markets. What's the reason for the difference?

## **Korean Online Gaming Market Surpasses 4 Trillion Won in 2010 - by Simon Lim**

Kyung Jin Choi, a senior analyst at Shinhan Investment, predicted the Korean online gaming market in 2010 will exceed 4 trillion milestone at the G-Seminar 2010 in Korea.

## **Did Nintendo Ruin Metroid? - by Ian Fisch**

Metroid: Other M, although not yet released, is already a big disappointment to this Metroid fan.

## **Needs More Cowbell: Why Publishing Producers Sometimes Dictate Design - by Timothy Ryan**

This article explores the relationship between publishing producer and developer in regards to the game design.

## **On Game Structure - by Adam Saltsman**

I recently (finally) played through Braid and the first 6 hours or so of inFAMOUS, which got me thinking about basic structure...

## **CJ Internet Introduces a Proprietary System for Web-based Games - by Simon Lim**

CJ Internet held the '2010 Marbleution' press conference to reveal its proprietary browser exclusively for web browser game, Marble Box, and unified game launcher, Marble Station.

## **Where Is Our Pitchfork? - by Adam Bishop**

What indie games can learn from indie rock.

## **What I Learned from Adam Sessler at the Indie Game Challenge Awards - by Don Daglow**

The Indie Game Challenge Awards last Friday were exciting -- two winning teams (out of 250 submissions) won \$100,000 each. And G4 TV's Adam Sessler also reminded me of some important leadership skills as he interviewed the top twelve finalists.

## **Games, Disability and Anti-Discrimination Laws - by Jas Purewal**

A disabled gamer recently lost a lawsuit against Sony to force them to provide him with help playing games. Lawyer Jas Purewal asks: should gamers be protected by anti-discrimination laws?

## **The Facebook Avatar - by Seth Sivak**

A look at hardcore Facebook gamers and how they are not that different from the hardcore gamers we all know and love.

## **iPhone Development: A Ticking Bomb - by Benjamin Quintero**

Thank you for your years of servitude, now please turn around. The knife only fits in your back.

## **These are the Devs I Know, I Know - by Jamey Stevenson**

Warning! New Challengers Approaching! Why I care about the IGDA Board Elections, and why you should too.



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