!RUINED: MONEY AND MAINTAINING A CULTURE OF COMPETITIVE PLAY

UCI Esports Conf | Sean C. Duncan | Dept of Media Studies, U. of Virginia

Image: Vinicius Menezes

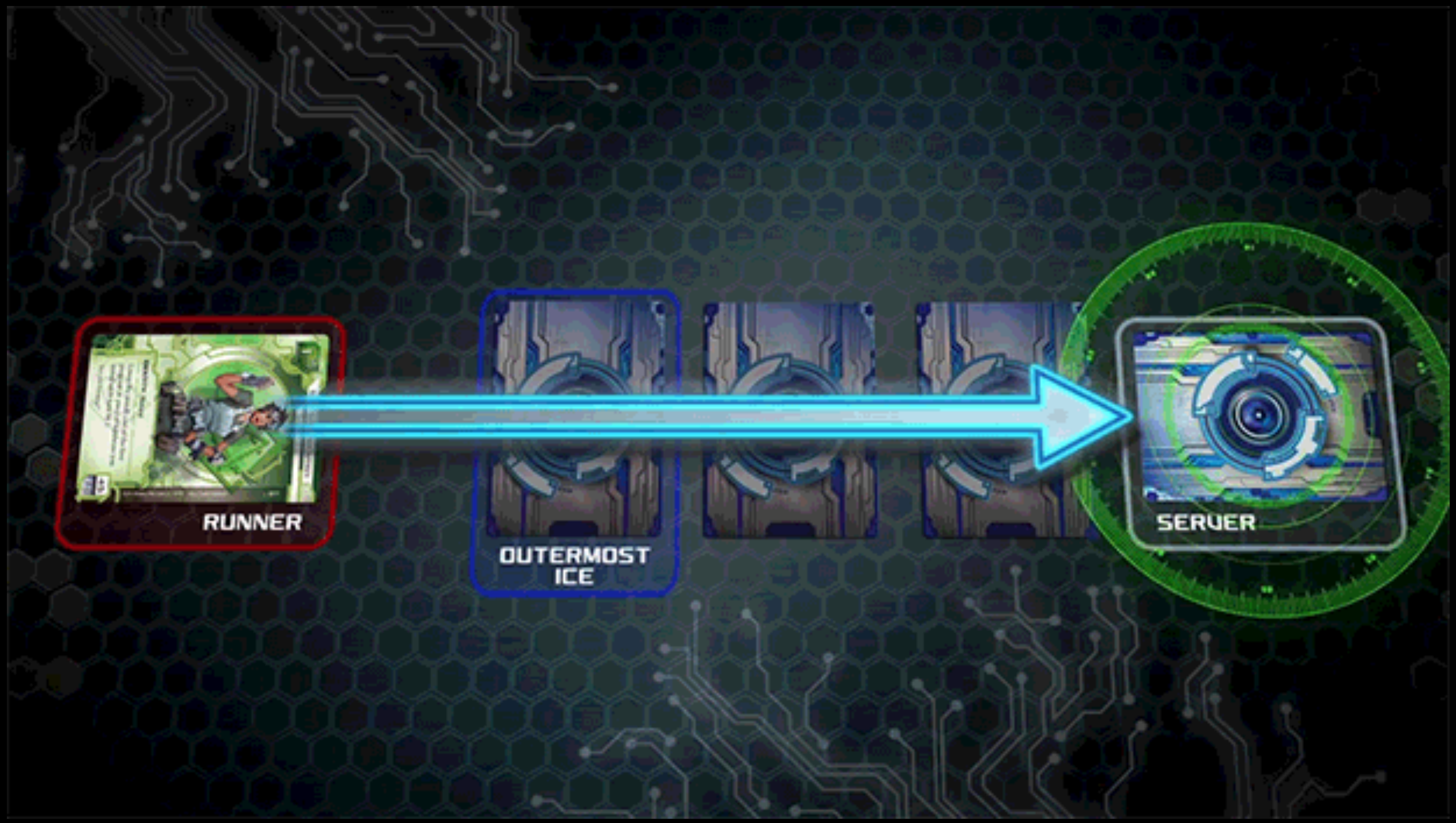
“From !Ruined to NISEI: Organizational Tensions in Competitive *Android: Netrunner*”

http://se4n.org/papers/ruined-to-nisei.pdf

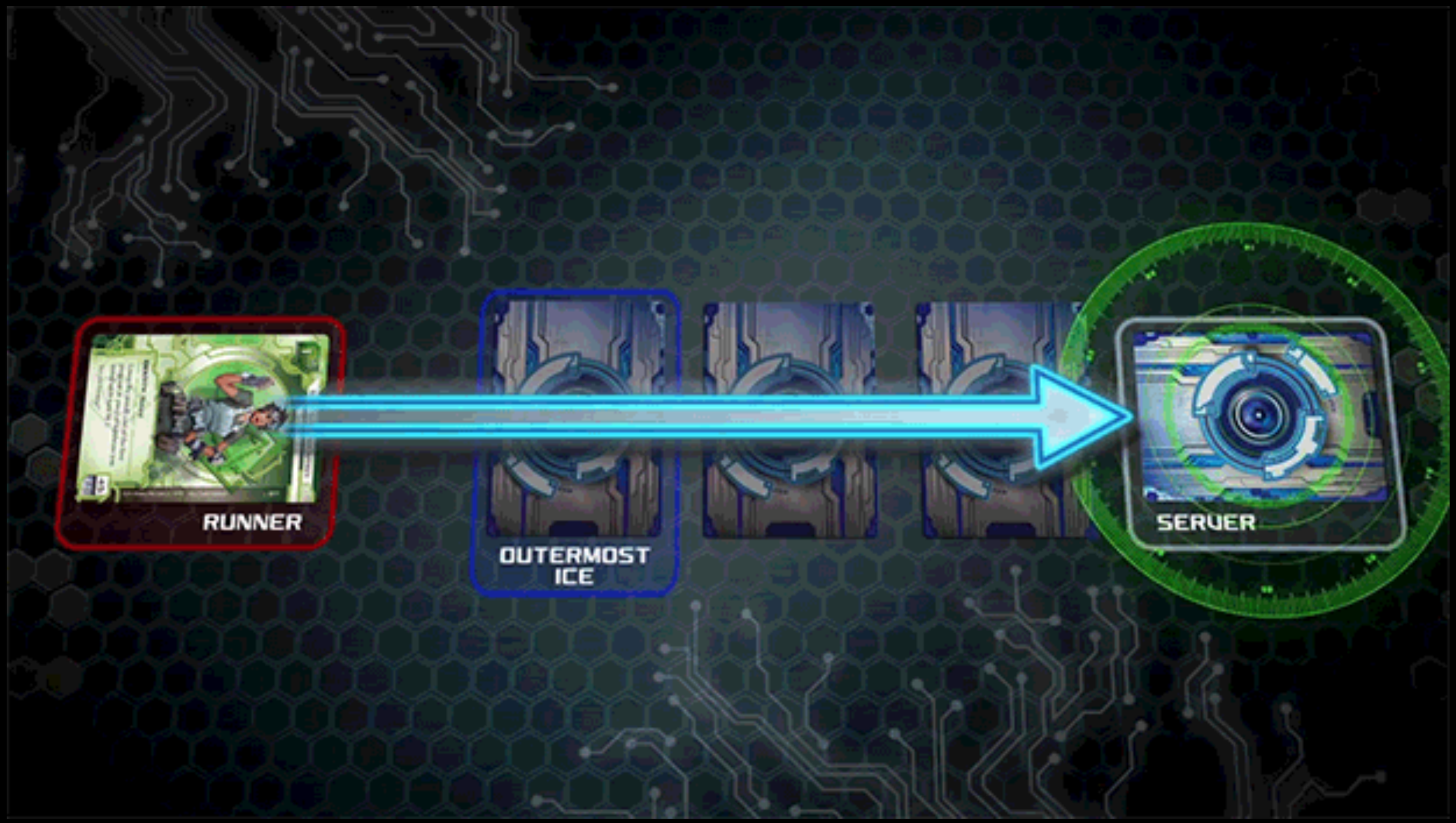
http://se4n.org/book-project

Image: Fantasy Flight Games

Garfield + Litzsinger + Fantasy Flight Games [2012-2018]



GIF: Fantasy Flight Games / fetal.ai



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Streaming

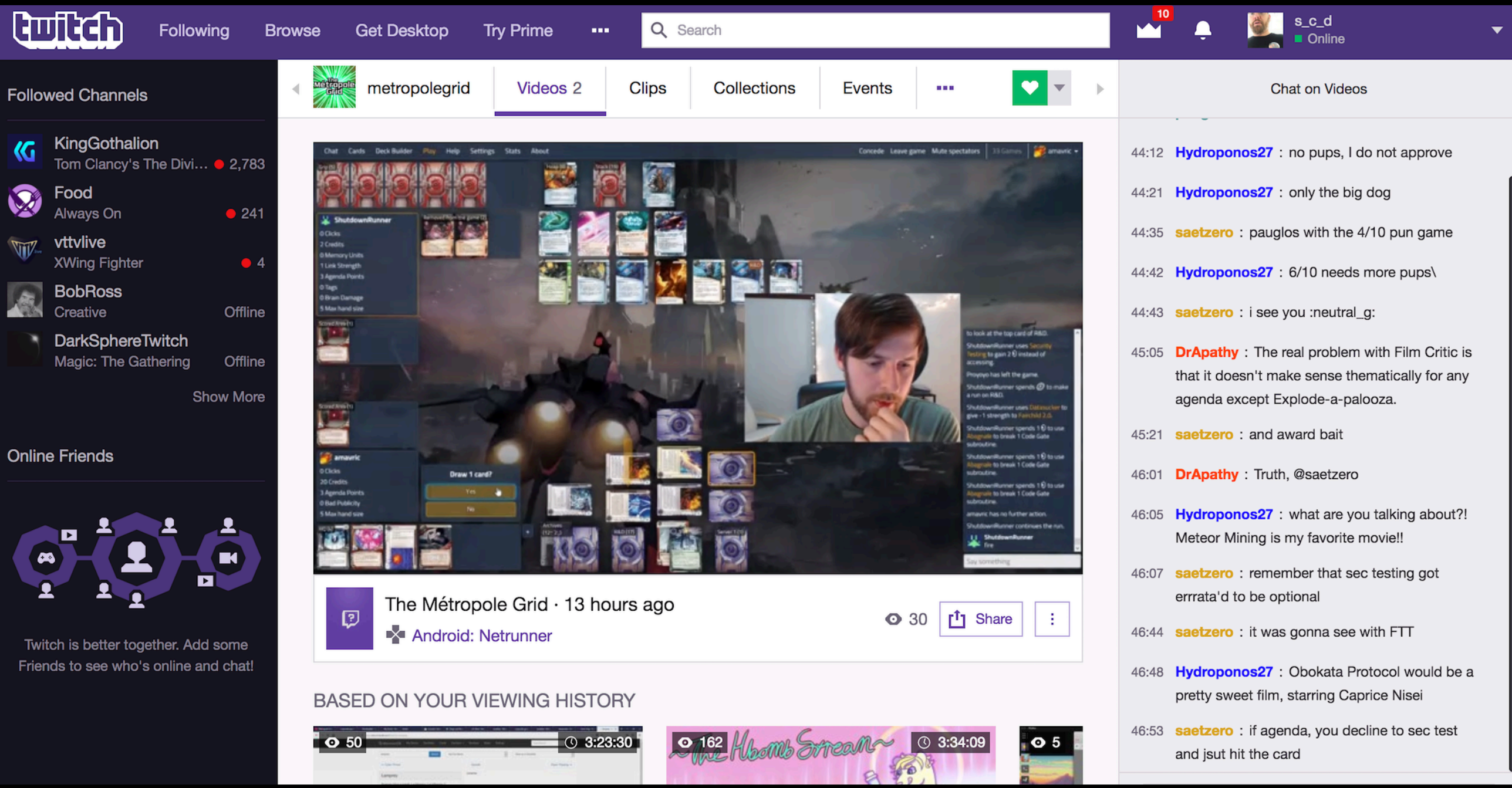
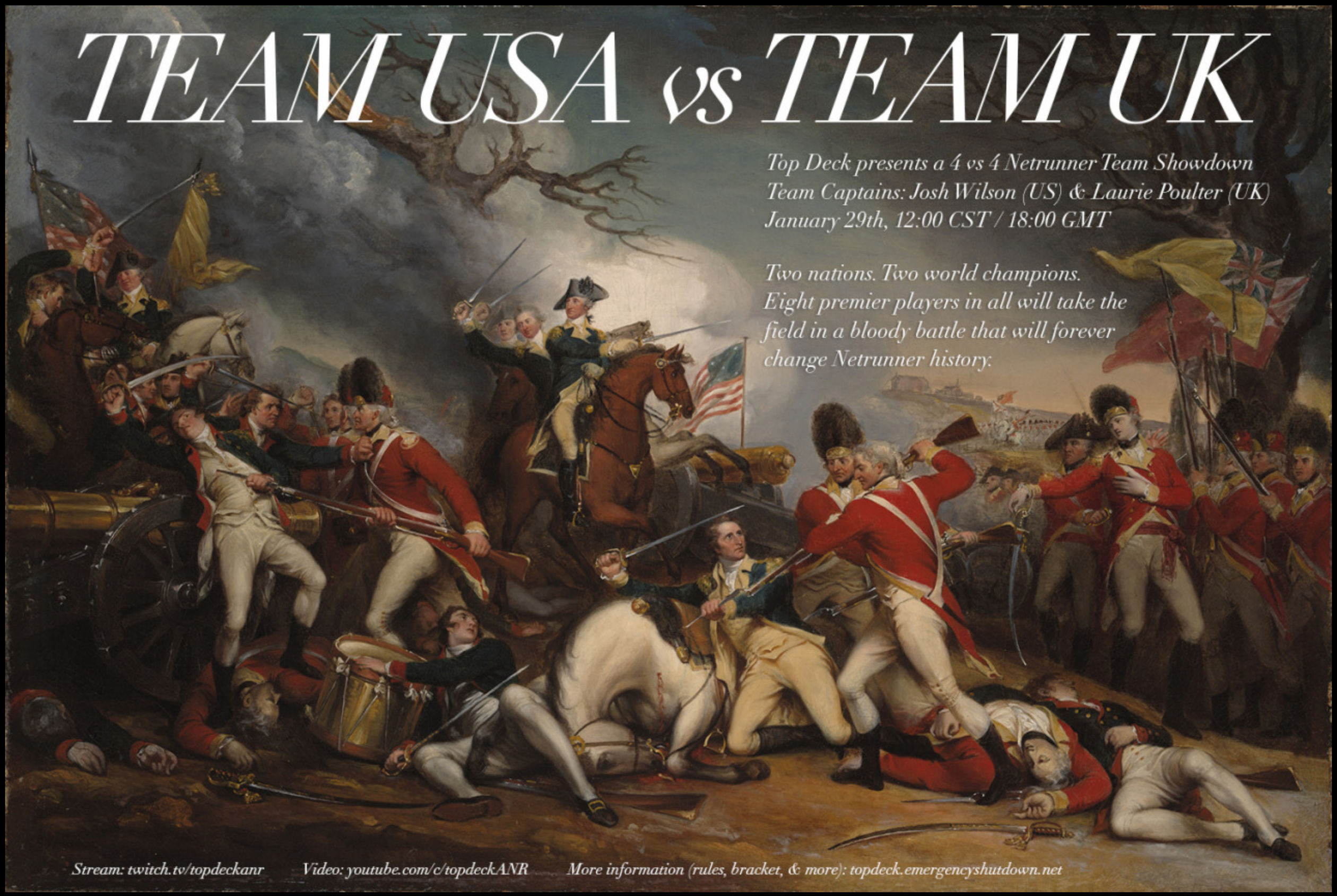


Image: Métropole Grid Twitch Stream



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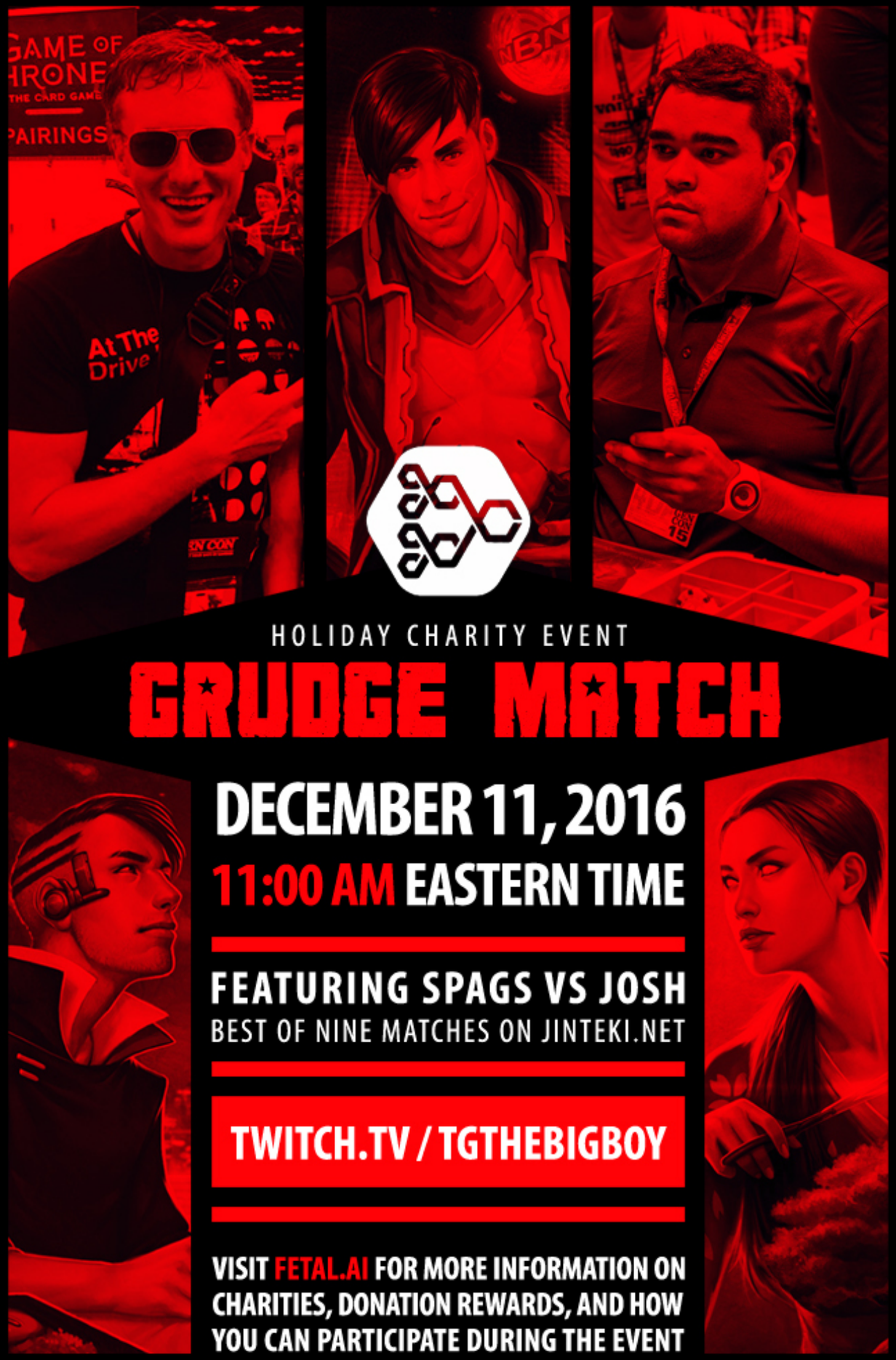


Competition, performance, community, and celebrity.

Fan Production & Crafting

Critical Play+Design

League Organization

Accessibility

Inclusive Representation

Interface Analysis

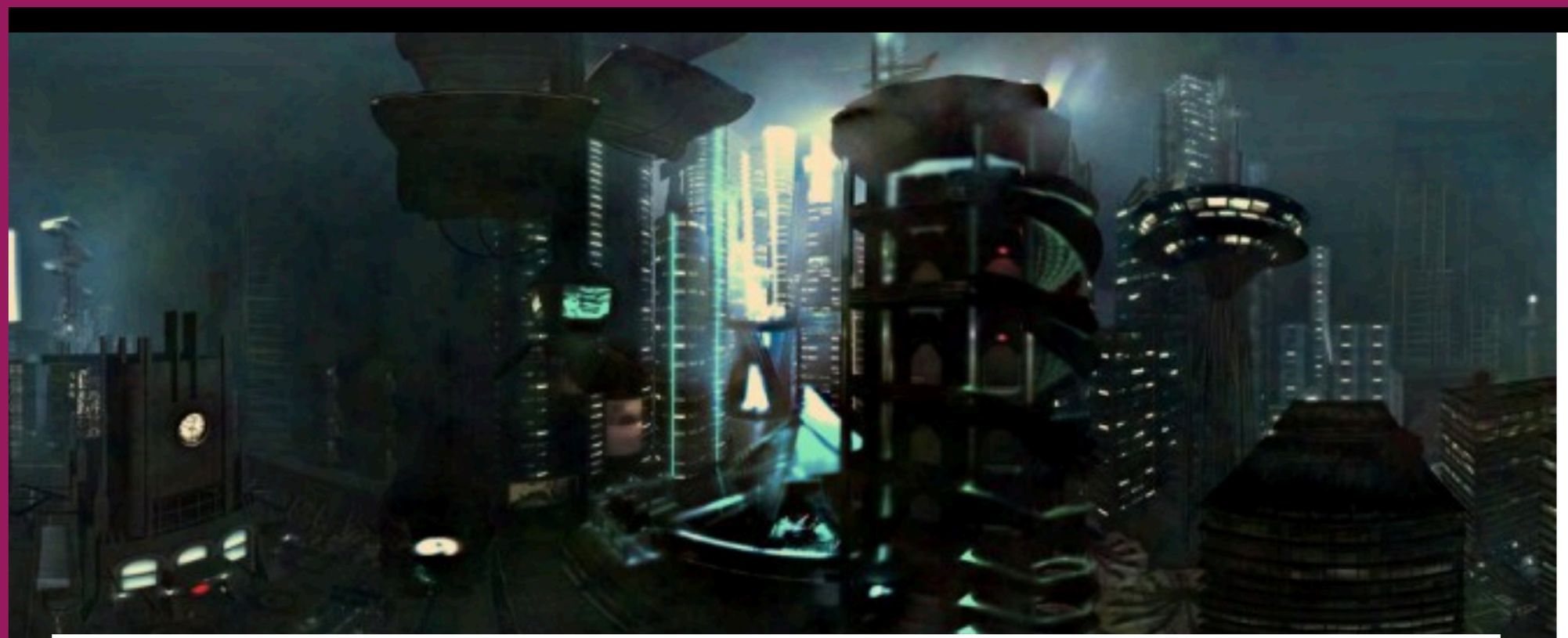
Incentives + Rewards

Transmedia Storytelling

“Metagaming”

Online/Offline Play

Image: Trace Five



CARD GAMES

MANDATORY UPGRADES: THE EVOLVING MECHANICS AND THEME OF ANDROID: NETRUNNER

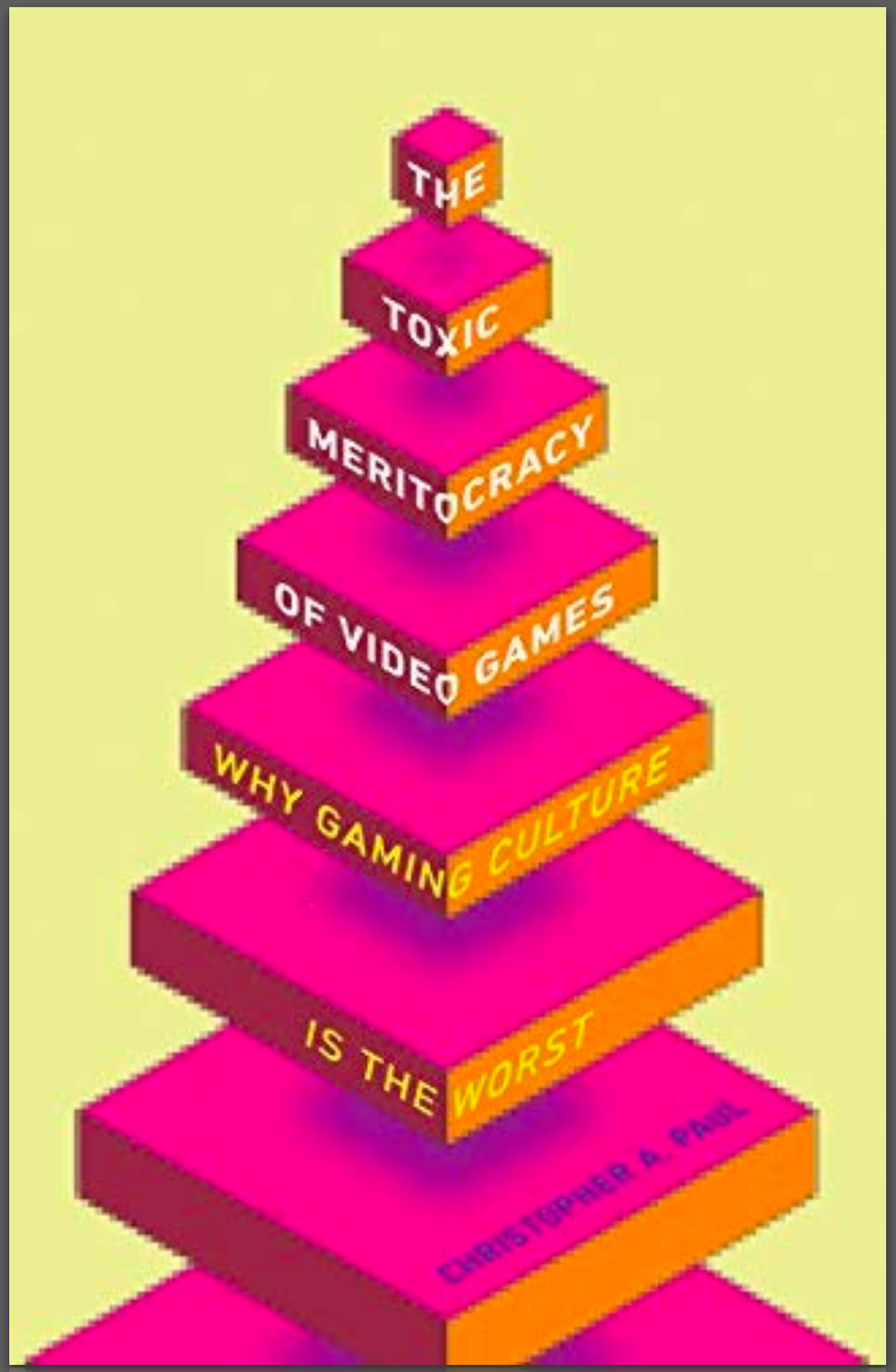
SEPTEMBER 6, 2016 SEAN C. DUNCAN LEAVE A COMMENT

[Duncan 2016]

Interface analysis of jinteki.net

[a la Stanfill 2014; paper presented at SCMS 2018]

The ‘death’ of a living card game [w/ Antero Garcia]



"Addressing toxicity in games requires taking on the meritocratic design and narratives woven within them. Certain games and elements of other parts of culture give a roadmap for how video games can change, which can disrupt what exists now with something new." (Conclusion)

So, another disruption:

Complicating simplistic assumptions we might have about *merit*, *skill*, and *rewards*.

Image: gameshelf.us

Money.

Image: gameshelf.us

Money.

Photo: Ty Volpo

Photo: Dave Laird

MOTHERBOARD

GAMING | By Daniel Joseph | Nov 25 2015, 3:00am

What Will it Take For Netrunner to Be Played Like Professional Esports?

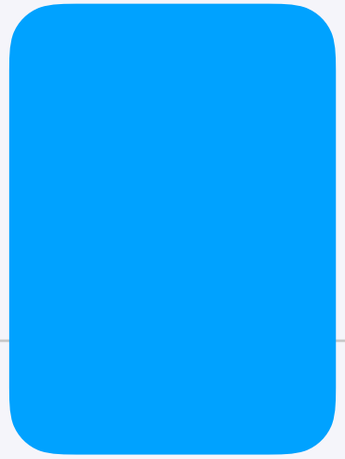
The professionalization of esports been led by a game's biggest fans, rather than by the company who designed and sold it.

SHARE TWEET

> If Netrunner is to truly grow, it will be up the community of players themselves to make that happen

ATV
PRO CIRCUIT

2015-2017



Re: Competitive Scene Upgraded

Adding cash prizes and creating "pros" can't add anything good to ANR.

Posted Fri Apr 17, 2015 3:13 pm

QuickReply | QuickQuote | Reply | Quote

Can I add "Professional Netrunner Player" to my resume?

Because I really, really want to.

spags
(spags)

Re: Competitive Scene Upgraded

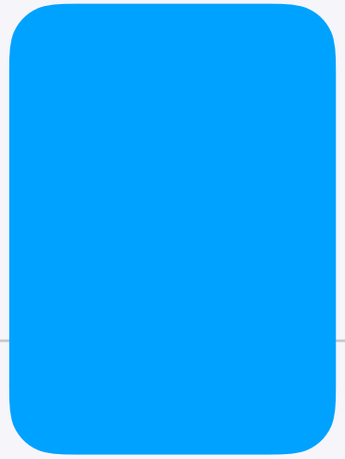
> [redacted] wrote:
>
> Adding cash prizes and creating "pros" can't add anything good to ANR.
>
>

We are trying to do in the States what FFG currently isn't: sending a representative (or two, or three, if the demand is there) from each region to Worlds. If they spend that money on strippers and molly, that's their prerogative. I think they would become persona non grata in the community if they did that.

Would people prefer if we gave away gas cards/airline gift cards/hotel gift cards/FFG Centre gift cards instead? We can put the money on plastic cards, if they prefer, but we are all adults.

We are not trying to create MtG here. We're still small, and just want to reward people who love to play. We all pay to play this, via cards, gas to travel, our time, etc. Why not reward that, and help stores in the process?

If any one has any questions or concerns, please feel free to reach out. We are always looking for help, whether it's organizing a qualifier, your own region, helping us with art and website stuff, etc. Thanx for your time.



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0
Joe Schupp - NEH
ANR PRO CIRCUIT
Eric Caoili - Noise
0
Sponsored by:
GO GAM 7 ING
inked playmats
Hosted by:
The Dice Dojo
5550 N. Broadway | Chicago, IL 60640
www.chicagolandgames.com | 773.728.3656

scd 5:26 AM

!ruined

Custom response

slackbot 5:26 AM

http://i.imgur.com/rcRF7xQ.jpg (99 kB)

Jot something down

5

!Ruined

EVENT

Gain 9 Credits.

"There was a cash prize involved with this?!?"

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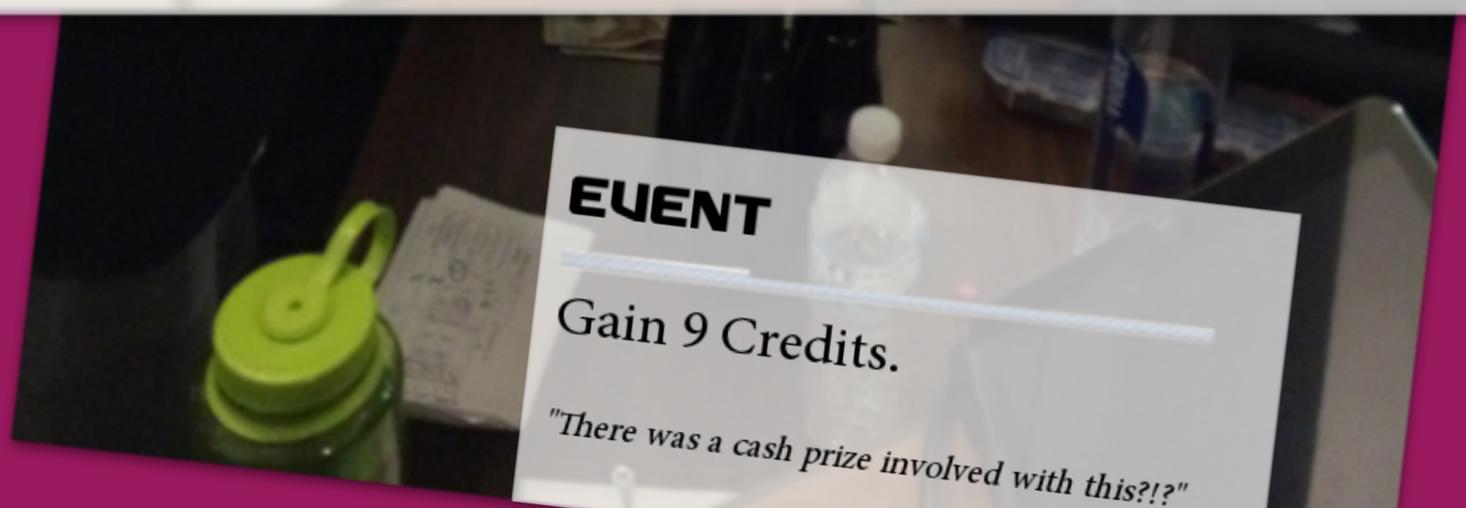
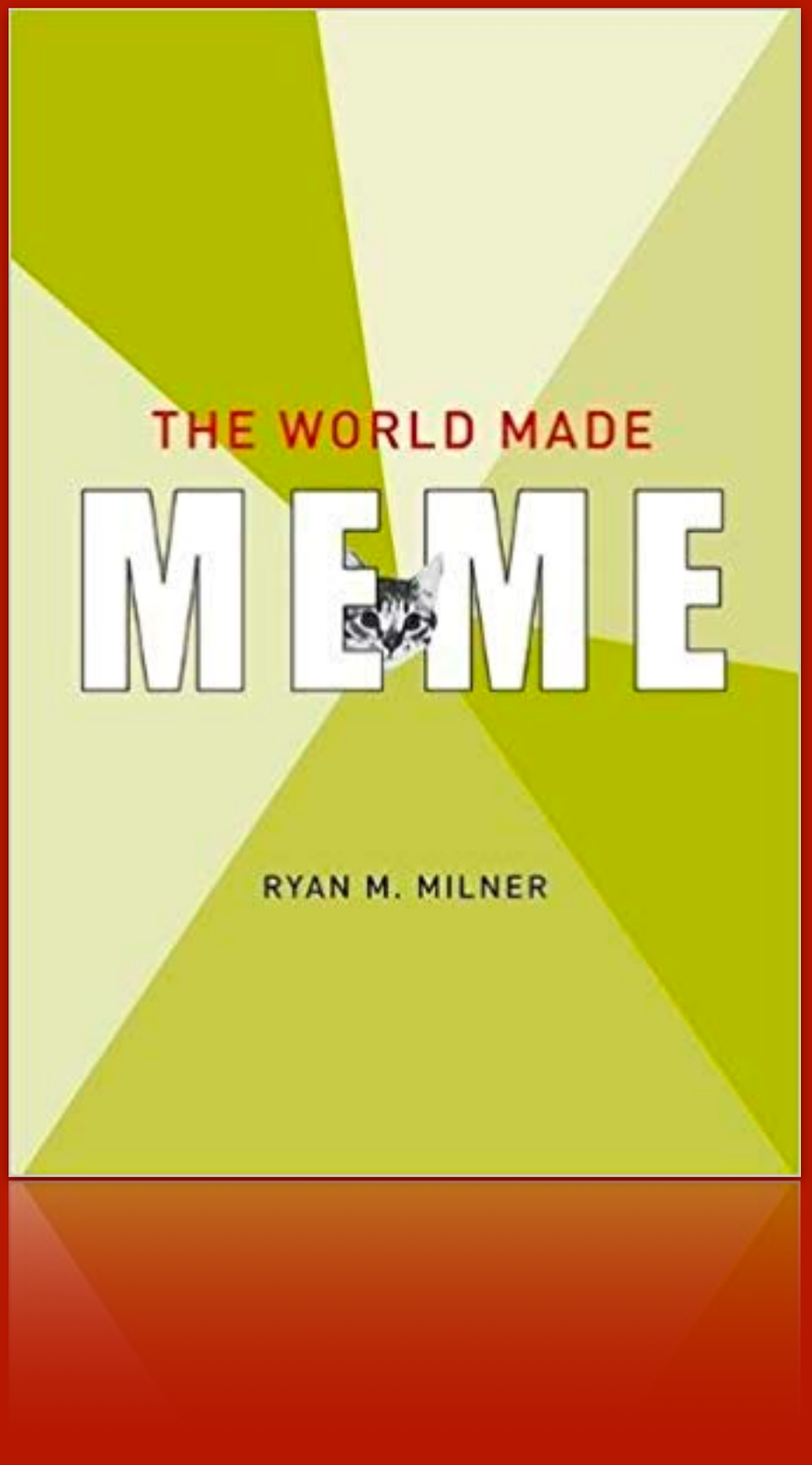
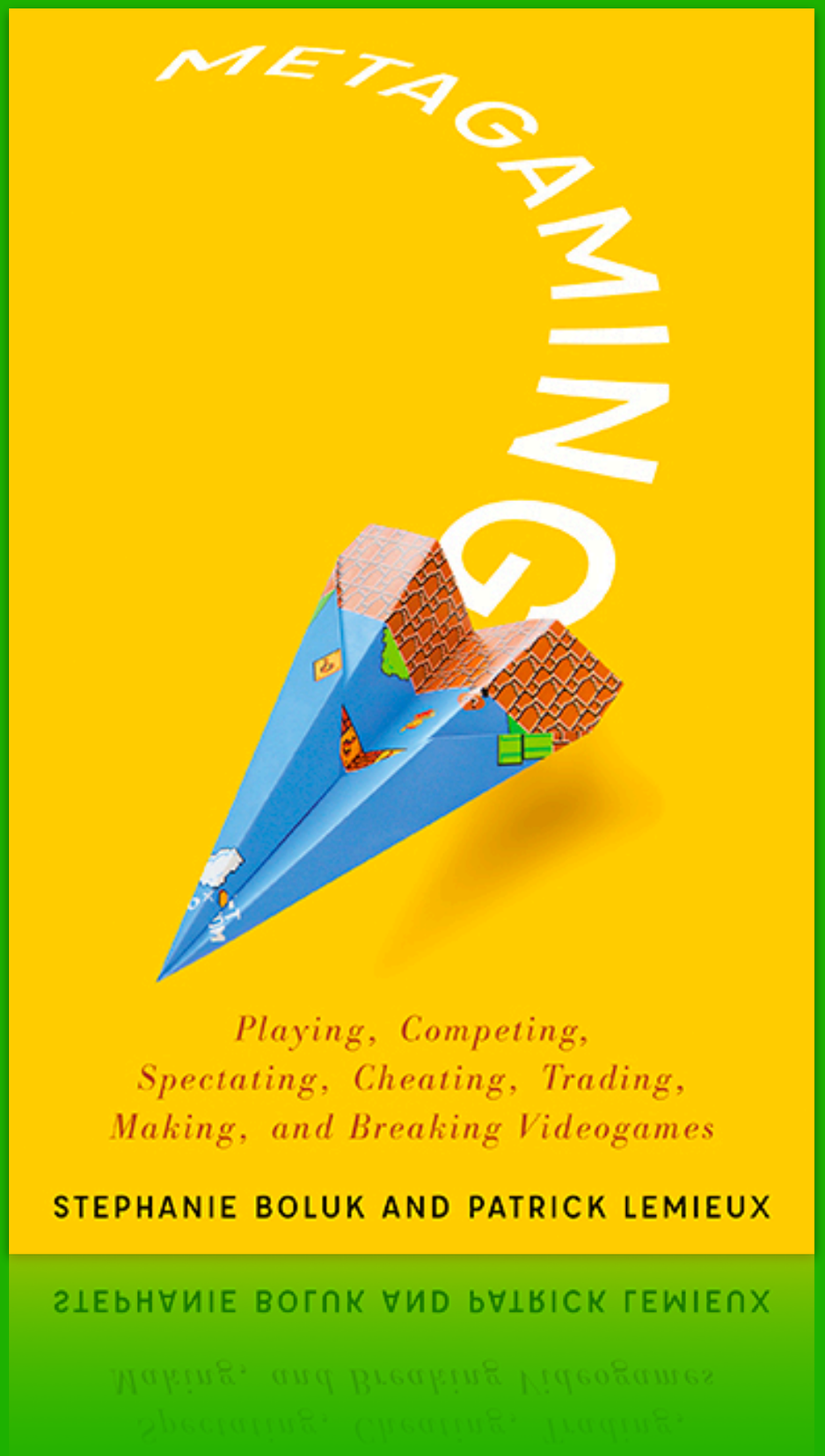




"Bricolage and poaching are at their core subtle subversions to dominant culture industries; vernacular creativity is likewise situated within everyday folk practices. Even within an increasingly corporatized and commercialized media ecology, participants can critique the practices ingrained all around them almost as easily as they can implicitly support them." (Ch. 6)



"[F]or the past decade metagaming has become synonymous with an untapped ocean of informatic and affective labor. The precarious labor of players is not a form of currency, but an *undercurrency* driving a deluge of vectoralist management strategies… As play accretes within this digital undertow, different forms of metagaming are made exchangeable and flattened into one monolithic unit of measure: productivity." (Ch. 5)

Makes overt this community's recognition of and *communal critique* of this undercurrency by reframing the key measure of productivity as jokes tackling the very idea of *rewards, professionalization,* and *why one plays this game.*

> If Netrunner is to truly grow, it will be up the community of players themselves to make that happen
>
> MOTHERBOARD

PROJECT NISEI
Board Member Interview

2018 - ?

Interview with Austin Mills, Project NISEI

"Primary differences from FFG, I think, are going to be accessibility instead of profit. FFG charges a lot of money for certain events, especially ones that they host like Magnum Opus at the FFG Center. And we're trying to move away from that. Want to obviously cover our costs but being a non-profit organization, we're not interested in making money from this. We are interested in appealing to the largest player base possible. So another that we'll be doing kind of in that vein is rotating where the World Championship happens."

"Really, I think that the end of Netrunner is actually a good thing, this is opening a lot of doors for Netrunner that I don't think existed in the past."

"It feels like an event for only 'elite' players and I didn't want that sort of stigma surrounding it. I really hate the casual vs. competitive element of card games and card game communities. I wanted to remove as much of that as possible. I don't want to keep casual players from attending the World Championship for Netrunner because they think they're going to do poorly or because they've done poorly in other tournaments and just can't attend. I just don't want that."

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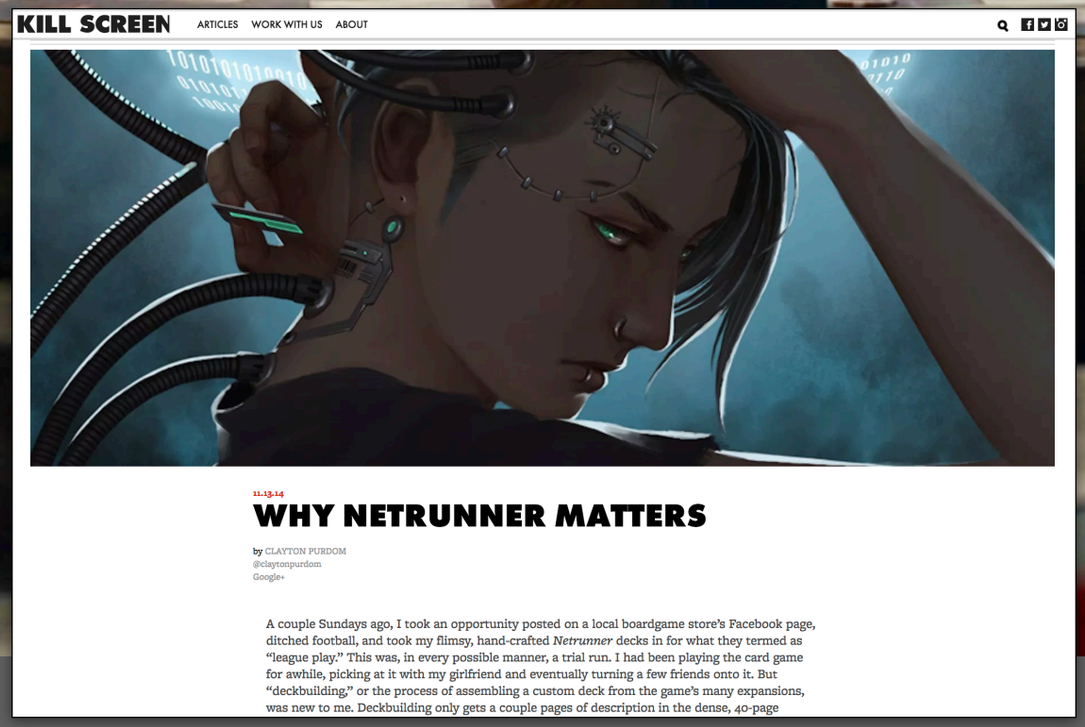
Reframing as accessibility.


KILL SCREEN ARTICLES WORK WITH US ABOUT

11.13.14

WHY NETRUNNER MATTERS

by CLAYTON PURDOM
@claytonpurdom
Google+

A couple Sundays ago, I took an opportunity posted on a local boardgame store's Facebook page, ditched football, and took my flimsy, hand-crafted *Netrunner* decks in for what they termed as "league play." This was, in every possible manner, a trial run. I had been playing the card game for awhile, picking at it with my girlfriend and eventually turning a few friends onto it. But "deckbuilding," or the process of assembling a custom deck from the game's many expansions, was new to me. Deckbuilding only gets a couple pages of description in the dense, 40-page

Expand our conception of "sports." Clark: *"golf for game designers"*

Reward structures to *motivate play* but not to "*git gud*."

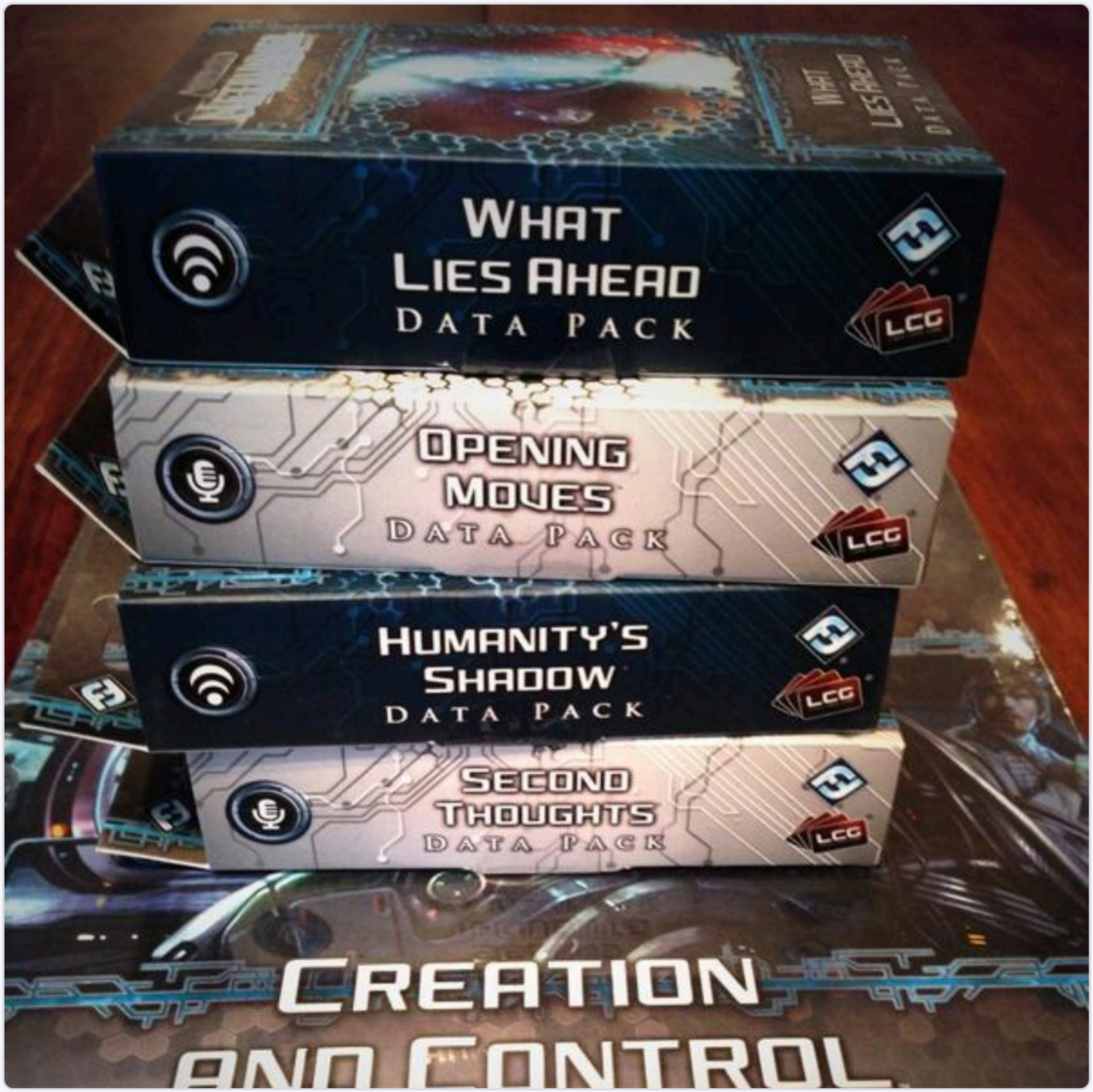
THANKS!

UCI Esports Conf | Sean C. Duncan | Dept of Media Studies, U. of Virginia

Image: Vinicius Menezes

Frank Lantz @flantz · 18 Jan 2014

help me



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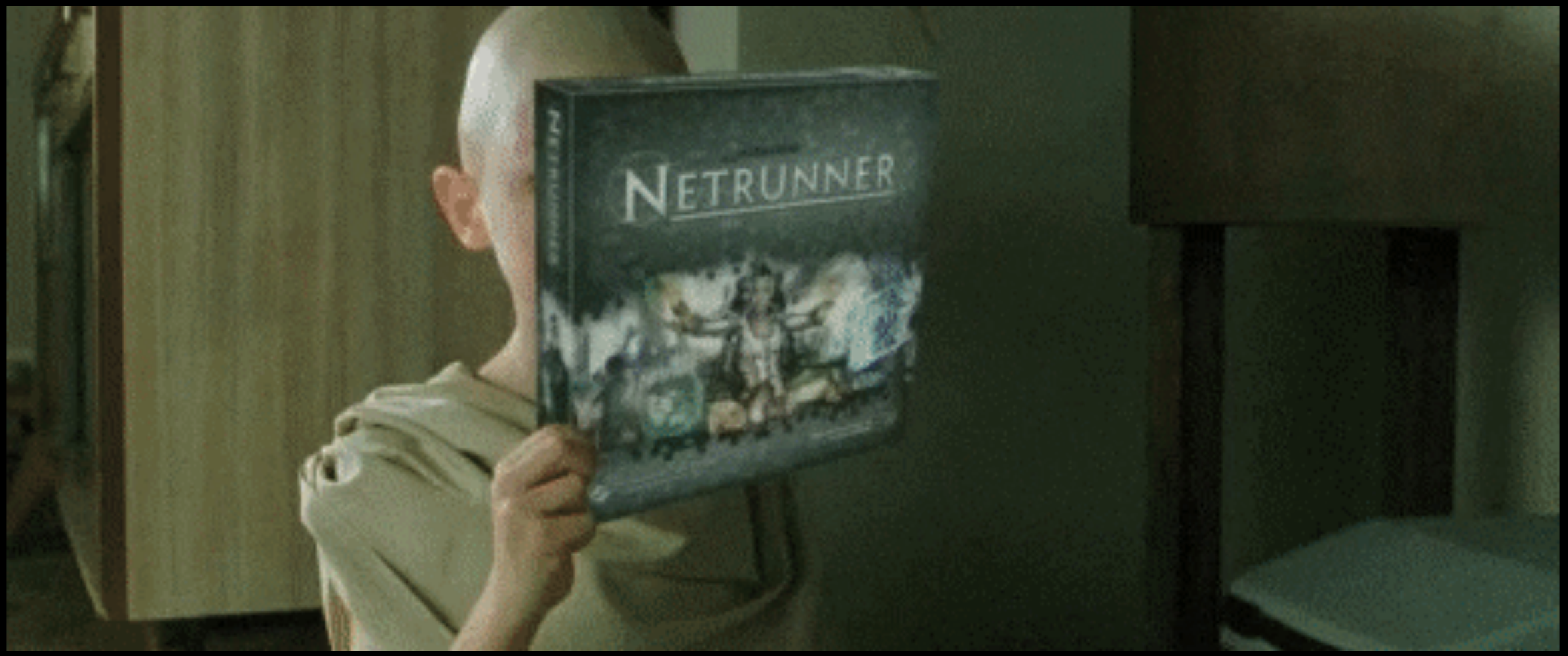
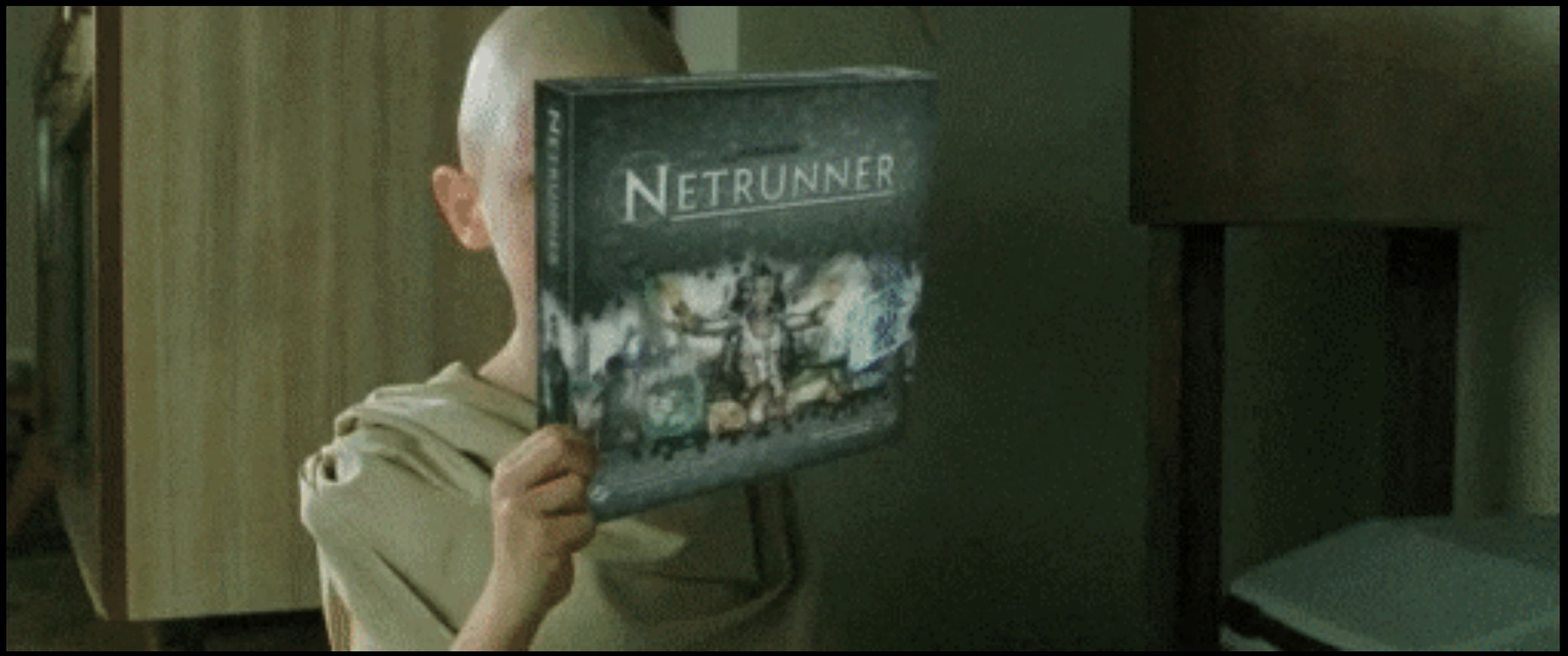


GIF: Trace Five



GIF: Trace Five

Competitive, constructed deck card game.

Play

Grip (5)

Heap (11)

Stack (25)

infinitive

4 Clicks
8 Credits
3 Memory Units
2 Link Strength
0 Agenda Points
0 Tags
0 Brain Damage
5 Max hand size

Scored Area (0)

Scored Area (0)

ElZilcho

0 Clicks
17 Credits
0 Agenda Points
0 Bad Publicity
5 Max hand size

HQ (2)

Archives (4↑ 0↓)

R&D (38)

Server 1 (1)

infinitive discards Maxwell James from their Grip.

infinitive is ending their turn 3 with 8 and 5 cards in their Grip.

ElZilcho started their turn 4 with 18 and 2 cards in HQ.

ElZilcho spends to play Fast Track.

ElZilcho adds Nisei MK II to HQ and shuffle R&D.

scd joined the game as a spectator.

ElZilcho spends to install a card in Server 1.

ElZilcho spends and 1 to advance a card in Server 1.

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Say something

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Say something

[Smith 2017]

The game might have fared better despite Fantasy Flight's mistakes if it weren't for the growth of fan-made internet platforms that let people play Netrunner online. As these have gotten better and better, we get people playing Netrunner faster and faster, where testing some hot new deck is as simple as downloading a file.

When my friends and I started going to meet-ups, everyone in the scene was playing around five games a week, which means the refinement of our decks was a magical, personal process. Today, when you and your friends can test the same deck six or seven times a night, with no tedious sleeving and unsleeving cards, you end up with brutal decks that are more science than art.

As my friend Tim puts it, when we started playing Netrunner we could design a deck and think it might just work. "There is always hope." By the time we got good, the best decks in the world were in such rapid circulation in our local meets that to play anything else felt silly. We'd get new cards, design a deck on our lunch break... and feel that we'd wasted our time, because the deck wouldn't stand up to the world's best. Our prize for getting good at the game was realising that every deck we made wasn't competitive.

So, in order of damage done, I think an enormous pool of cards is bad for any game. I think internet play was harmful to Netrunner's long-term ecosystem. But maybe the most crippling thing for our enjoyment of the game was that we became good players, which felt like a one-way door. We couldn't go back to playing amateur decks, but we didn't enjoy the competitive game, which by the time we left barely resembled the game of Netrunner that we fell in love with.

[Smith 2017]

SHUT UP & SIT DOWN

HOME VIDEOS

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Affordances produce norms, which have implications for the evolution of the play community.

Noise
Hacker Extraordinaire
Identity: MegaCorp
Argus Security
Protection Guarant
Adam
Compulsive Hacker
Cybernetics Division
Humanity Upgraded
Enigma
Ice-Code Gate
The Runner loses a ⏱, if able.
End the run.
Omar Keung
Identity: Natural
Make a run on Archives. If successful, instead treat it as a successful run on another central server. Use this ability only once per turn.
Celebrity Gift