ALWAYS BE RUNNING: MEDIATING PLAY THROUGH INTERFACE DESIGN

SCMS 2018 | Sean C. Duncan | Dept of Media Studies, U. of Virginia

Understanding board games as media.
[Booth 2018]

Platform / software / interface studies.
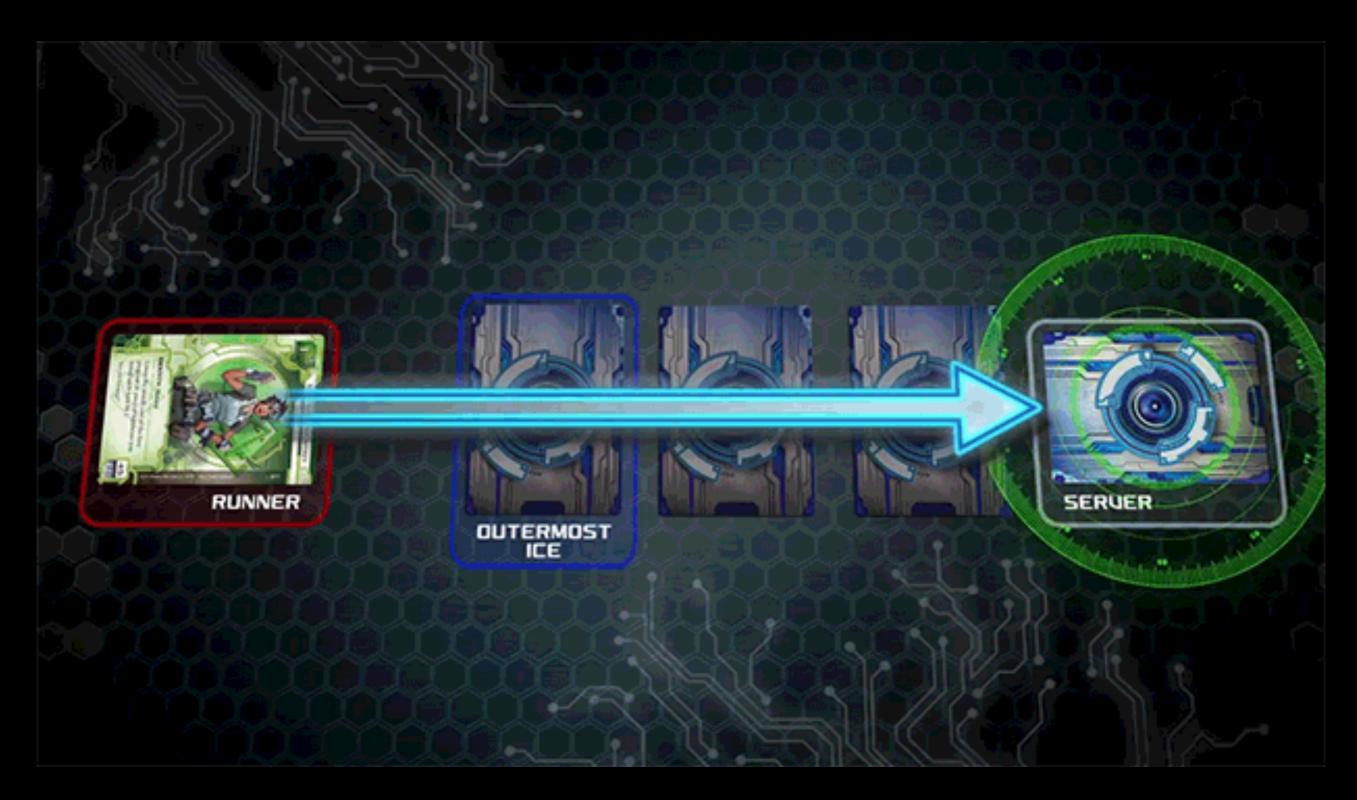[Stanfill 2014]

Fan play and its evolution across non-digital and digital channels
[Duncan 2012].

Garfield + Litzsinger + Fantasy Flight Games [2012]
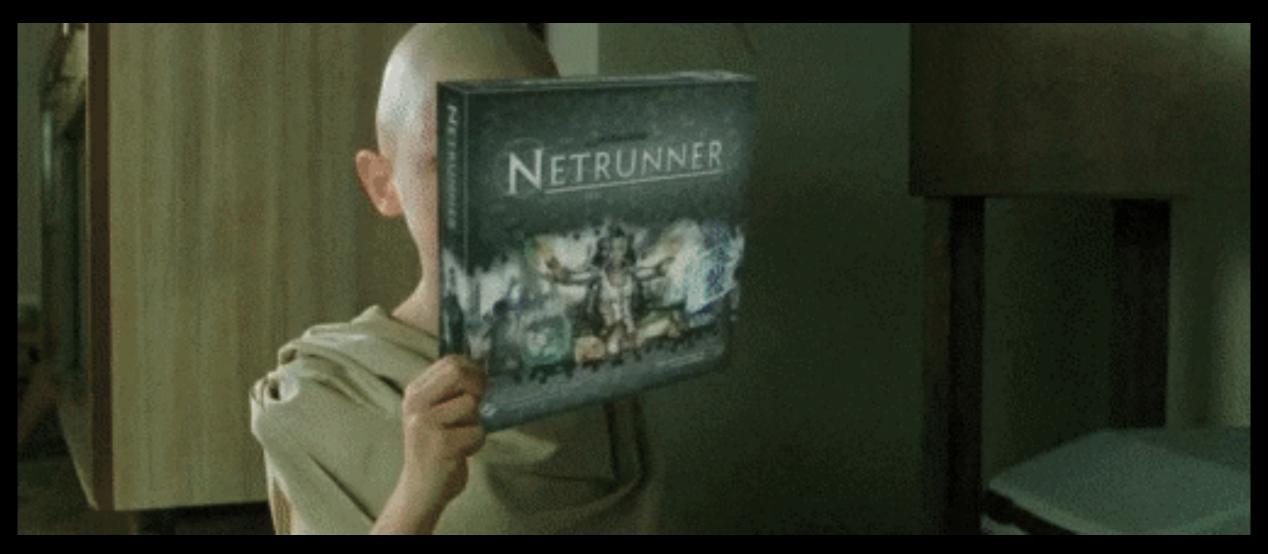
Competitive, constructed deck card game.

RUNNER

OUTERMOST
ICE

SERVER

GIF: Fantasy Flight Games / fetal.ai

BLACKMAIL
OPERATION: Double - Black Ops
Play only if the Runner has at least 2 tags.
As an additional cost to play this operation, spend ⊙.
Do 7 meat damage.
Game over.

DAY JOB
EVENT
As an additional cost to play this event, spend ⊙⊙⊙.
Gain 10⊙.
"Hello thank you for visiting MegaBuy I'm Carol how can I help you."

SUCCESSFUL DEMONSTRATION
OPERATION: Transaction
Play only if the Runner made an unsuccessful run during his or her last turn.
Gain 7⊙.
Success is defined by the safety of data, not the safety of potential intruders.

CLONE RETIREMENT
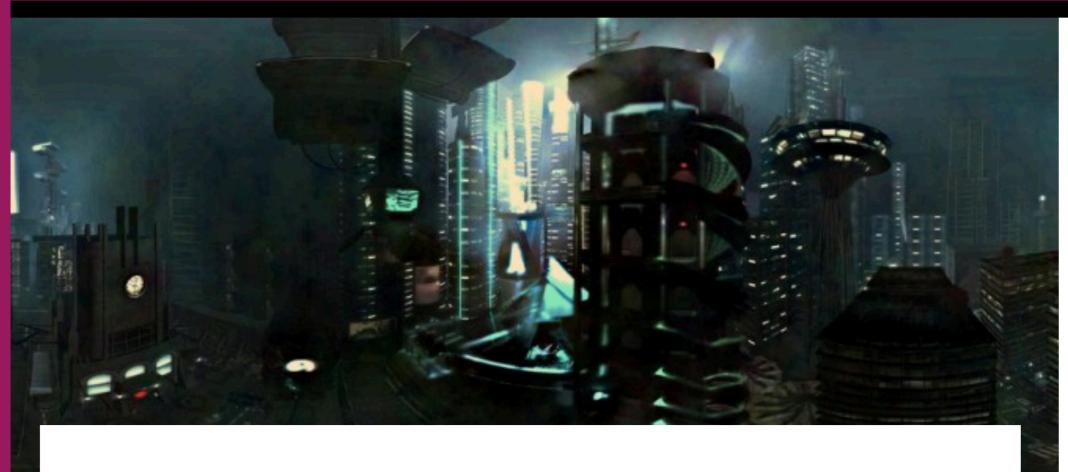
Photo: fetal.ai

GIF: Trace Five
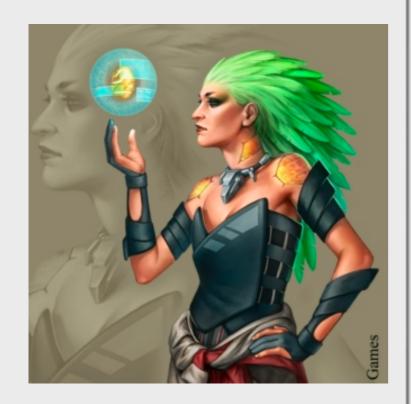
CARD GAMES
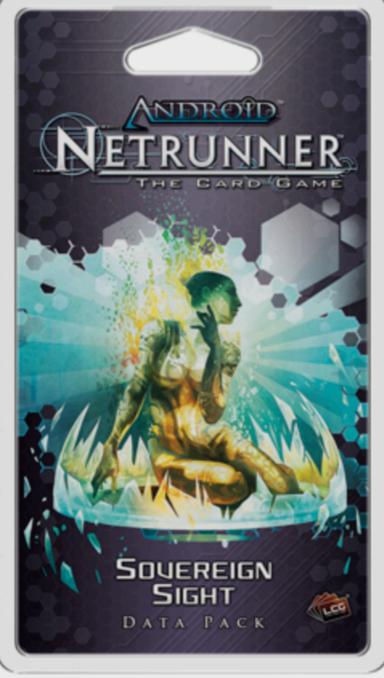
MANDATORY UPGRADES: THE EVOLVING MECHANICS AND THEME OF ANDROID: NETRUNNER

SEPTEMBER 6, 2016 SEAN C. DUNCAN LEAVE A COMMENT

[Duncan 2016]

Atop the rippling waters of Lake Victoria, a second beanstalk lies nascent and full of promise. To see it rise—to see a second Earth Station rise into space—the nations of the Sub-Saharan League have set aside their differences, and the result has been an economic and cultural renaissance. Everything that was old is new again.
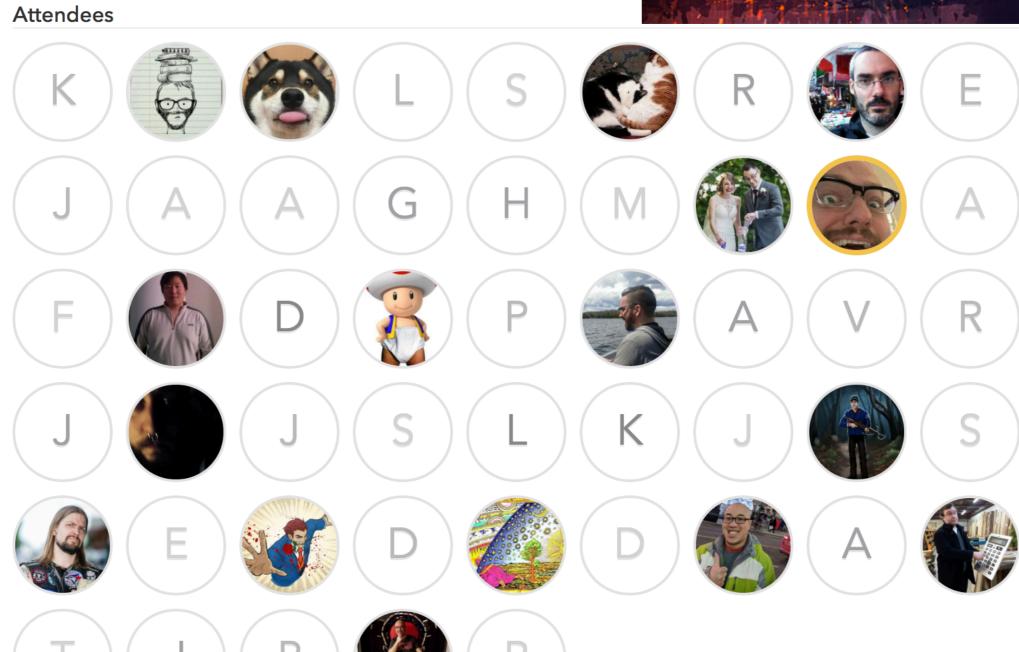
Photo: Dien Tran

« Go back to full details

Attendees

« Go back to full details
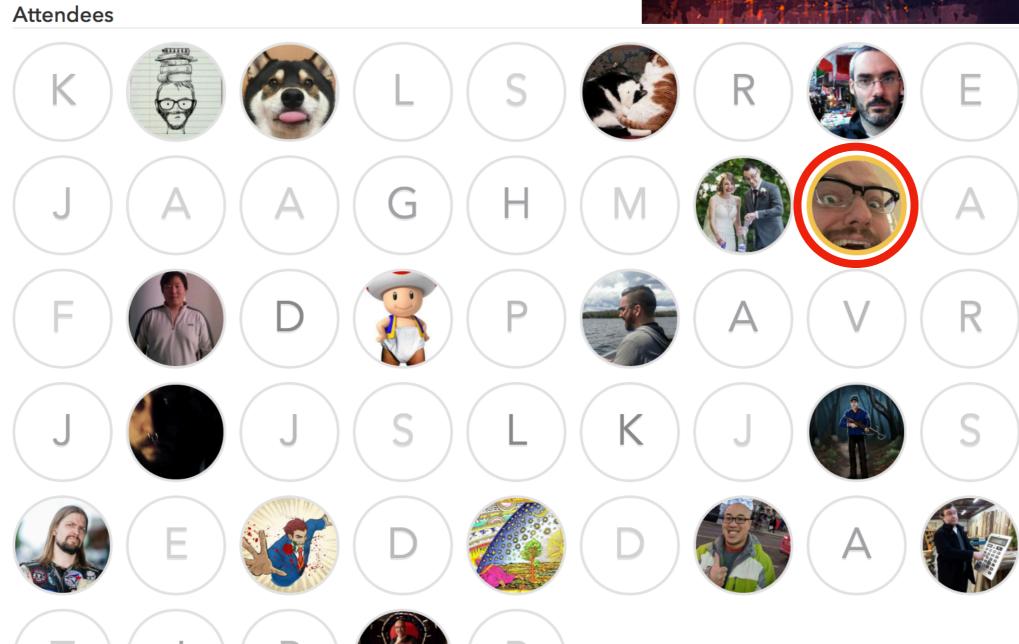
Attendees

Jinteki.net

Affordances of interfaces [Stanfill 2014]:

Functional affordances:
What can the site actually do?

Cognitive affordances:
How do users know what a site can do?

Sensory affordances:
What should the user care about?

Play Android: Netrunner in your browser

Wednesday Mar 7th - 23:08 👀 UPDATE! All Council of the Crest cards have been implemented. Please report any issues on our GitHub page. Thanks to @bobtomatoes, @Saintis, @butzopower, and @danhut!

Monday Jan 22nd - 05:39 Check out mapdoo, a directory of tournaments and local game stores. It's still beta but hopefully it will make it easier for everybody to find games.

Channels

#general

#america

#europe

#asia-pacific

#united-kingdom

#français

#español

#italia

#polska

#português

#sverige

#stimhack-league

#русский

Booko   Monday Mar 12th - 08:39
does guru davinder work against paid damage?

Booko   Monday Mar 12th - 08:39
or else why would it be discarded

Booko   Monday Mar 12th - 08:41
there's a bug for that, is it on status broken page?

deadawakeuk   Monday Mar 12th - 08:52
Just bought my first physical core set!

deadawakeuk   Monday Mar 12th - 08:52
Need to devise some way of dividing them and sorting them

McBEAST   Monday Mar 12th - 09:13
@deadawakeuk: Cool, and congrats! Some use binders with plastic pockets, like me. I divide them in Faction > Type of card (Agenda, Asset, Operation etc) > Release date/Number on card. This way it's easy to add more plastic pockets when needed and when your collection is growing. Some use boxes with dividers.

deadawakeuk   Monday Mar 12th - 09:49
Thanks, I've had a look at some box inserts. I might try and make a cardboard one to start with

deadawakeuk   Monday Mar 12th - 09:49
box one seems more convenient

oldman   Monday Mar 12th - 10:00
just dump em in random boxes

oldman   Monday Mar 12th - 10:00
so that you never know where your cards are 10 minutes before you have to go to your lgs

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works for me

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Search cards

Sort by
Faction

Set
All

Side
All

Faction
All

Type
All

☑ Hide rotated cards

• PHILOTIC ENTANGLEMENT — 3

AGENDA: Security

When you score Philotic Entanglement, do 1 net damage for each agenda in the Runner's score area.

Limit 1 Philotic Entanglement per deck.

Illus. Ed Mattinian

THE FUTURE PERFECT — 5

AGENDA: Initiative - Psi

When the Runner accesses The Future Perfect, you and the Runner secretly spend 0⊙, 1⊙, or 2⊙. Reveal spent credits. If you and the Runner spent a different number of credits, prevent The Future Perfect from being stolen. Ignore this ability if the Runner accesses The Future Perfect while it is installed.

Illus. Christina Davis

• CHAIRMAN HIRO — 2

ASSET: Executive

The Runner's maximum hand size is reduced by 2.

If Chairman Hiro is trashed while being accessed, add him to the Runner's score area as an agenda worth 2 agenda points.

Illus. Gong Studios

MENTAL HEALTH CLINIC — 0

ASSET: Facility

Gain 1⊙ when your turn begins.

The Runner's maximum hand size is increased by 1.

The whitewashed walls dropped away and a beautiful zen garden appeared. It was all an illusion, but it was a comforting illusion.

Illus. Viktoria Gavrilenko

PSYCHIC FIELD — 0

ASSET: Ambush - Psi

If the Runner exposes or accesses Psychic Field while installed, you and the Runner secretly spend 0⊙, 1⊙, or 2⊙. Reveal spent credits. If you and the Runner spent a different number of credits, do 1 net damage for each card in the Runner's grip.

Illus. Seage

SHI.KYŪ — 0

ASSET: Ambush

When the Runner accesses Shi.Kyū, you may pay X⊙. The Runner must take either X net damage or add Shi.Kyū to his or her score area as an agenda worth −1 agenda point. Ignore this ability if the Runner accesses Shi.Kyū from R&D.

Illus. Alexandr Elichev

TENMA LINE — 2

ASSET: Clone

⊘: Swap 2 pieces of installed ice.

The Tenma clones became Jinteki's third highest-grossing line ever due to the rapid urban expansion that occurred after the war. Their unparalleled reaction times, safety records, and punctuality have made them the top choice for shipping and transportation services.

Illus. Smirtouille

CEREBRAL CAST — 1

OPERATION: Gray Ops - Psi

Play only if the Runner made a successful run during his or her last turn.

You and the Runner secretly spend 0⊙, 1⊙, or 2⊙. Reveal spent credits. If you and the Runner spent a different number of credits, he or she chooses to suffer 1 brain damage or take 1 tag.

Illus. Smirtouille

Deck Builder

Save Cancel

New deck

Armand "Geist" Walker: Tech Lord

45 cards
Influence: 15/15 ●●●●●●●●●●●●●●●
Tournament legal

Event (12)
- [+] [−] 3 Corporate "Grant"
- [+] [−] 3 Fisk Investment Seminar
- [+] [−] 1 Legwork
- [+] [−] 2 Levy AR Lab Access ●●●●●●
- 🦄
- [+] [−] 1 Mad Dash
- [+] [−] 2 On the Lam

Hardware (8)
- [+] [−] 2 Sports Hopper
- [+] [−] 6 Spy Camera

Program (7)
- [+] [−] 1 Abagnale
- [+] [−] 1 Demara
- [+] [−] 3 Grappling Hook
- [+] [−] 1 Mammon
- [+] [−] 1 Mongoose

Resource (18)
- [+] [−] 1 Caldera
- [+] [−] 3 Fall Guy
- [+] [−] 3 Gbahali ●●●
- [+] [−] 3 Kongamato ●●●
- [+] [−] 2 Same Old Thing
- [+] [−] 3 Street Peddler ●●●
- [+] [−] 3 Tech Trader

Deck name

New deck

Identity

Armand "Geist" Walker: Tech Lord ⬍

Add cards

Card name x 3 Add to deck

Decklist (Type or paste a decklist, it will be parsed)

3 Corporate "Grant"
3 Fisk Investment Seminar
1 Legwork
2 Levy AR Lab Access
1 Mad Dash
2 On the Lam
2 Sports Hopper
6 Spy Camera
1 Caldera
3 Fall Guy
3 Gbahali
3 Kongamato
2 Same Old Thing
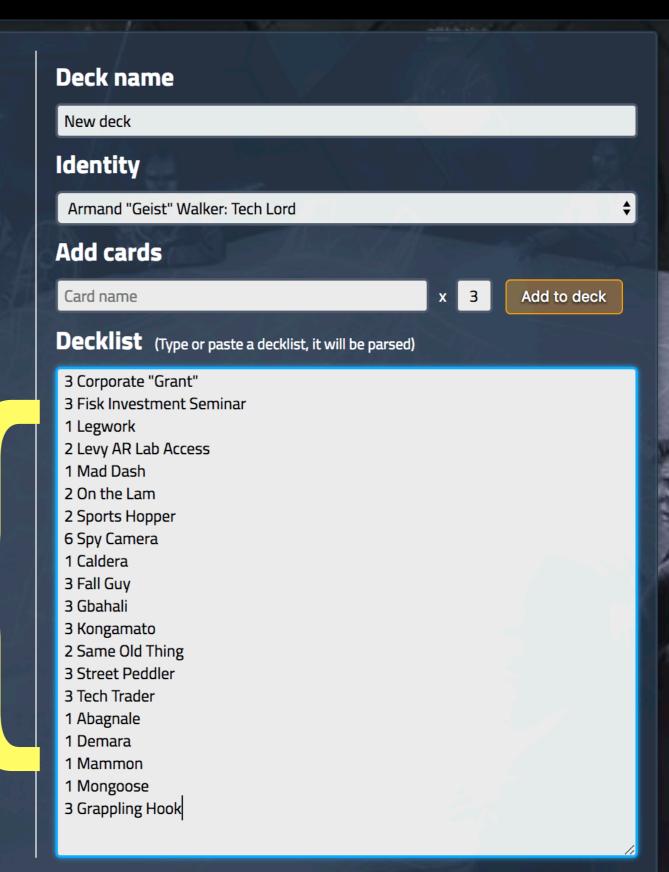3 Street Peddler
3 Tech Trader
1 Abagnale
1 Demara
1 Mammon
1 Mongoose
3 Grappling Hook

Deck Builder

Save **Cancel**

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Chat | Cards | Deck Builder | Play | Help | Settings | Stats | About

2 Spectators | Leave game | 30 Games | scd

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)

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

Chat   Cards   Deck Builder   Play   Help   Settings   Stats   About

2 Spectators | Leave game | 30 Games | scd ▾

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Say something

Functional affordances:

Quick, automated creation of decks, play.

Cognitive affordances:

Significant reduction of cognitive load.

Sensory affordances:

Primacy of card placement, board state.

Functional spin:

You should make as many decks/"smurfs" as you can.

Cognitive spin:

You should "grind" games.

Sensory spin:

You should create complex board states.

SHUT UP & SIT DOWN

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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"We get people playing *Netrunner* faster and faster, where testing… is as simple as downloading a file. … When you… 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."

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

Players as competitive;
players as evaluators;
players as processors.

But, also: Screens capture, players stream
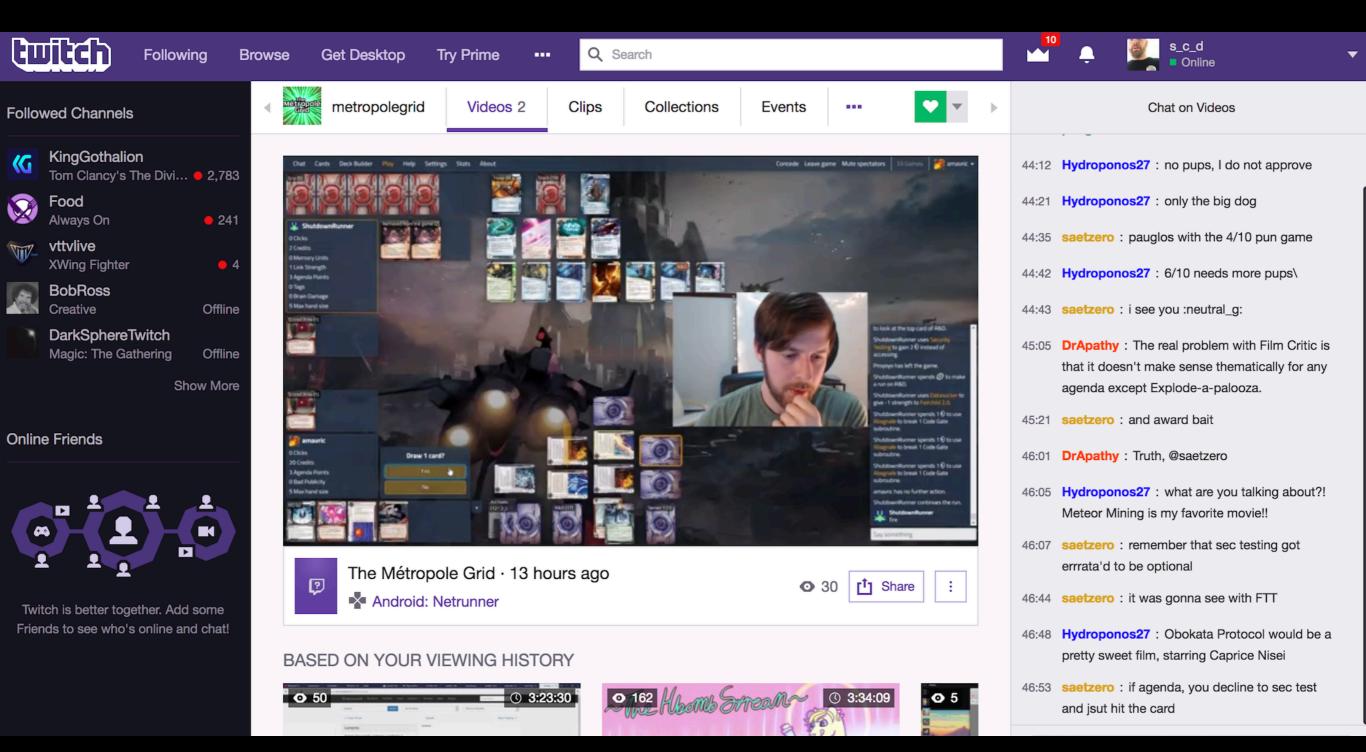
Image: Métropole Grid Twitch Stream

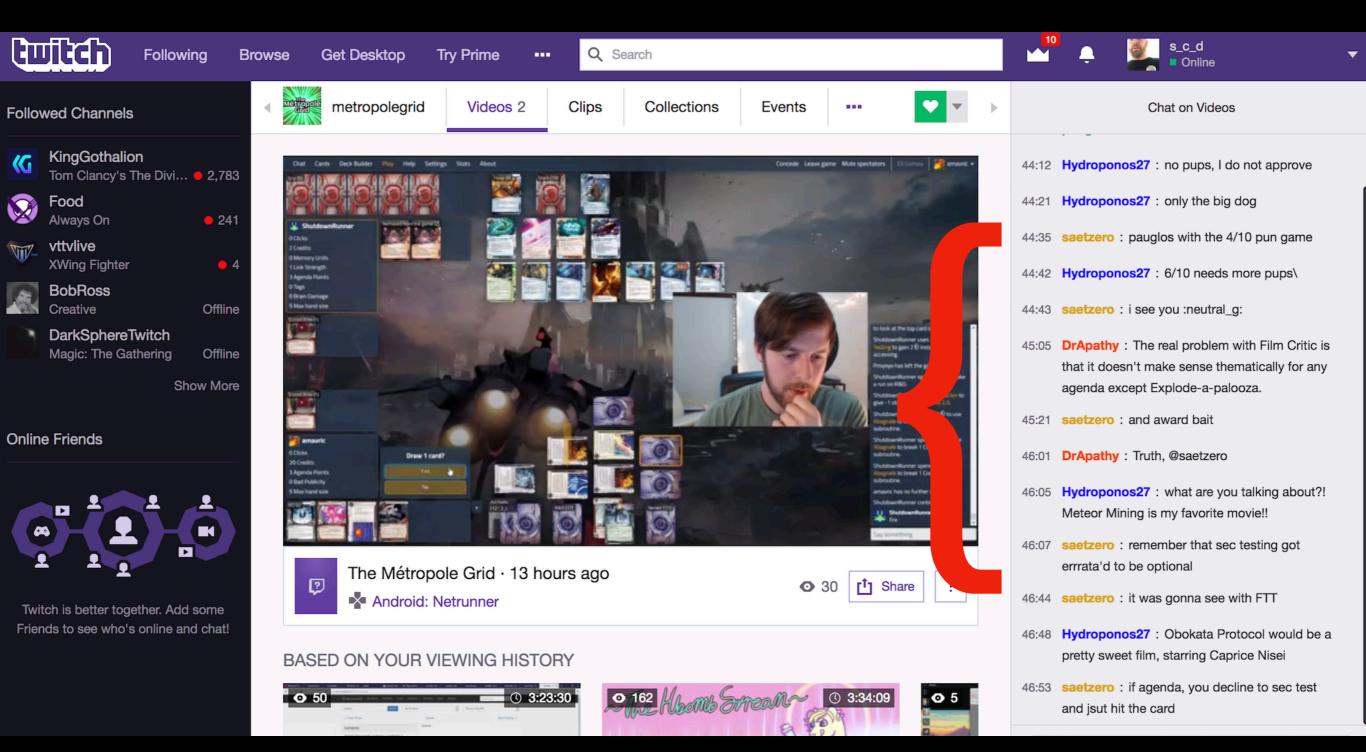# But, also: Screens capture, players stream
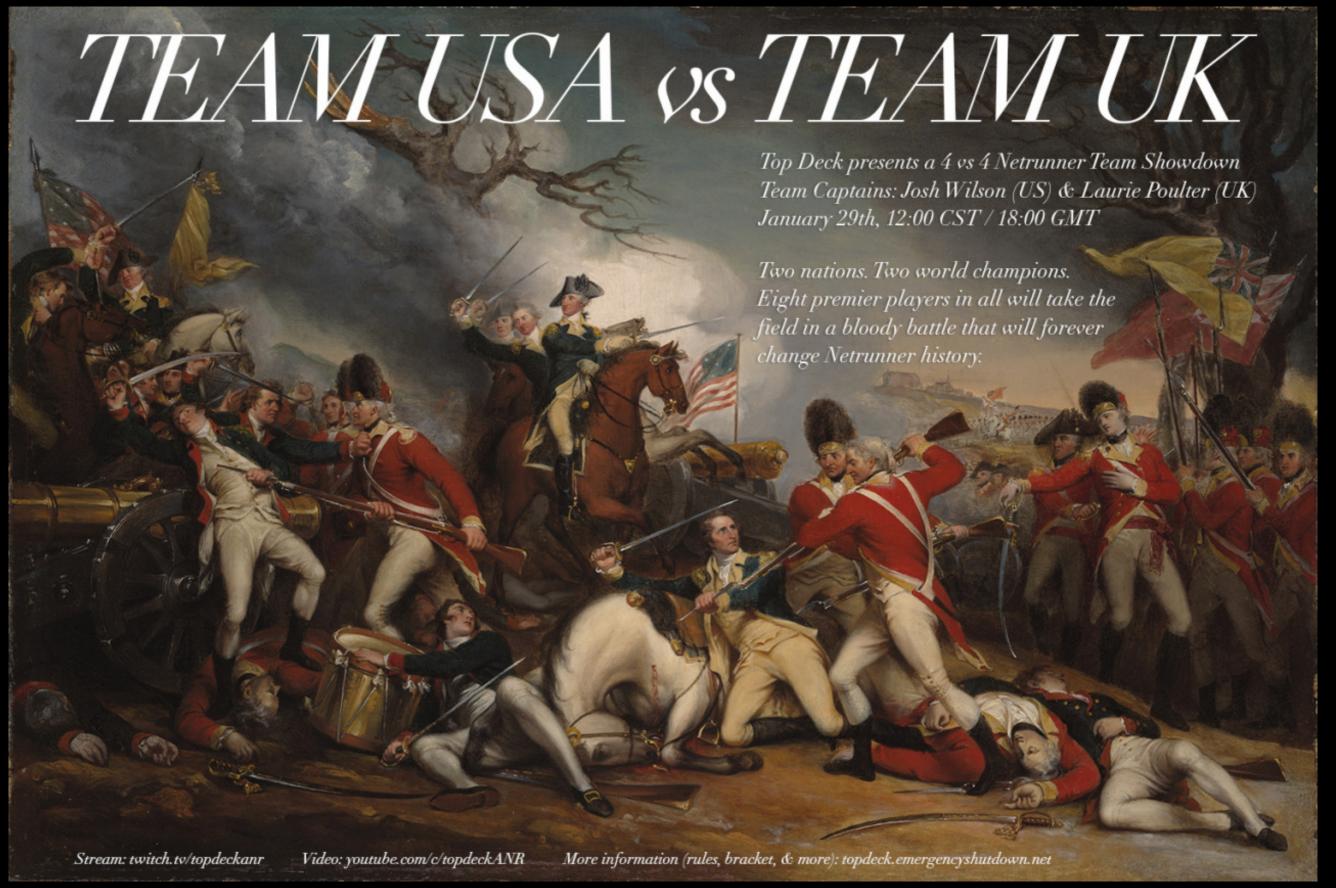

Image: Métropole Grid Twitch Stream

TEAM USA vs TEAM UK

Top Deck presents a 4 vs 4 Netrunner Team Showdown
Team Captains: Josh Wilson (US) & Laurie Poulter (UK)
January 29th, 12:00 CST / 18:00 GMT

Two nations. Two world champions.
Eight premier players in all will take the
field in a bloody battle that will forever
change Netrunner history.

Stream: twitch.tv/topdeckanr   Video: youtube.com/c/topdeckANR   More information (rules, bracket, & more): topdeck.emergencyshutdown.net

Image: fetal.ai

Competition, performance, community, and celebrity.

Emerging questions.

Physical affordances are not part of interfaces [Stanfill 2014], but aren't they relevant to the ecology of an activity which is also played physically?

Board/card game players open us up to new ways of viewing active audiences [Booth 2018], but shouldn't automation change how we think about this?
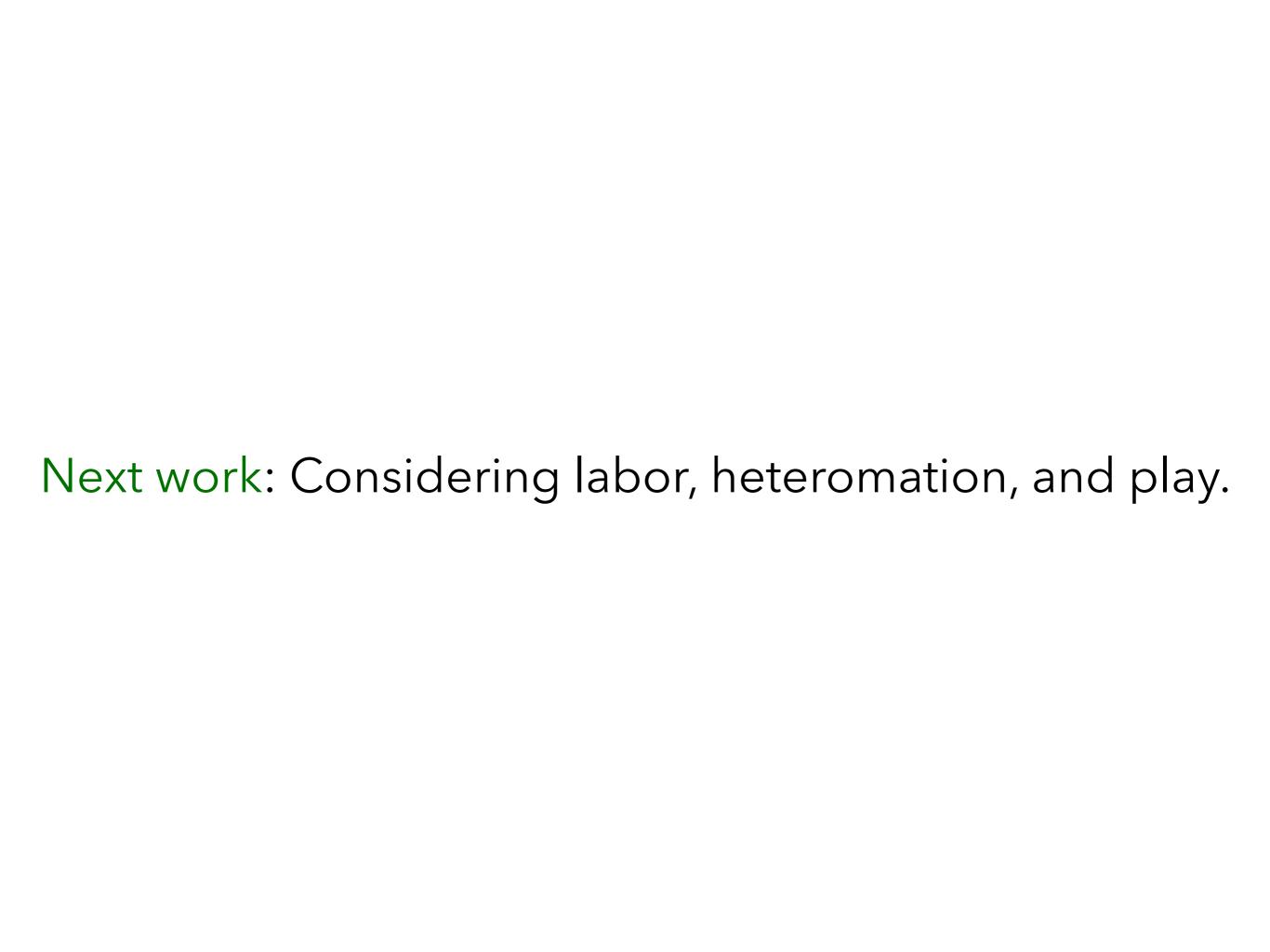
Rethinking relationship of physical and digital.
Understanding play increasingly means understanding interfaces, materiality, and also their interactions.

THANK YOU!

Sean C. Duncan | sean.duncan@virginia.edu

Next work: Considering labor, heteromation, and play.

Who made this, anyway?

Getting Involved

How can I report a bug?

The best place to report bugs is the GitHub issue tracker. Before reporting, it is best to make a quick search to see if it's already been reported. If the bug concerns a card, look it up in Card implementation status - the card in question may be unimplemented yet.

How can I suggest a feature?

Same as bugs - feature requests should go on the GitHub issue tracker. Again, it's best to make a quick search first to avoid duplicating existing issues.

How can I make a donation?

Donation info can be found on the About page.

How can I help with the coding/webdesign?

Visit the project page on GitHub and fork the repository. Implement the changes you were planning on doing and create a PR (Pull Request). If you are in need of some ideas, check out issues marked 'easy' on GitHub.

After two of your PRs have been merged into the master branch, send an e-mail to mtgred@gmail.com stating who you are on GitHub and ask for access to Jinteki.net Slack, so you can get in better contact with the dev team.

Why is this site so awesome?

Because We Built It.

http://www.jinteki.net

Branch: **master** ▾   New pull request   Find file   Clone or download ▾

🔲 **mtgred** address update   Latest commit `ce3a61c` 13 hours ago

📁 .circleci	Don't really need to uberjar in CI tests.	25 days ago
📁 data	Removing old node.js tasks	2 months ago
📁 resources/public	address update	13 hours ago
📁 src	address update	13 hours ago
📁 test/clj/game_test	Extends test for Death and Taxes.	4 days ago
📄 .bowerrc	Figwheel setup	4 years ago
📄 .gitignore	Ignoring data/cards.json	21 days ago
📄 CONTRIBUTING.md	added CONTRIBUTING.md	2 years ago
📄 DOCKER.md	Add readme for docker	a year ago
📄 Dockerfile	Improve Dockerfile, compose commands, compose.sh	a year ago
📄 LICENSE.txt	Add MIT license	2 years ago
📄 README.md	Remove unused files.	23 days ago
📄 bower.json	added basic sound framework	a year ago
📄 compose.sh	Fix crashes with lein-{netrunner,cljs}	a year ago
📄 config.coffee	Auth setup	4 years ago