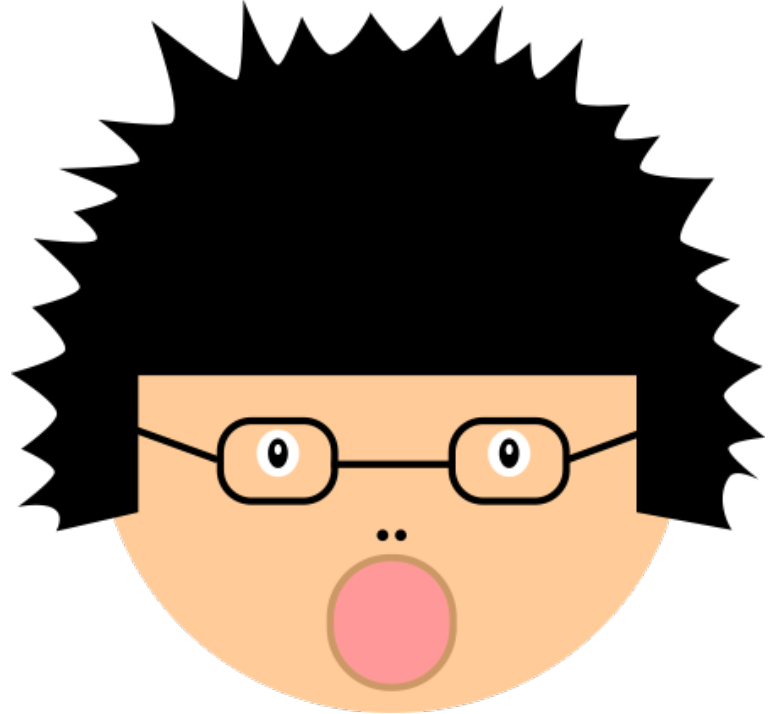
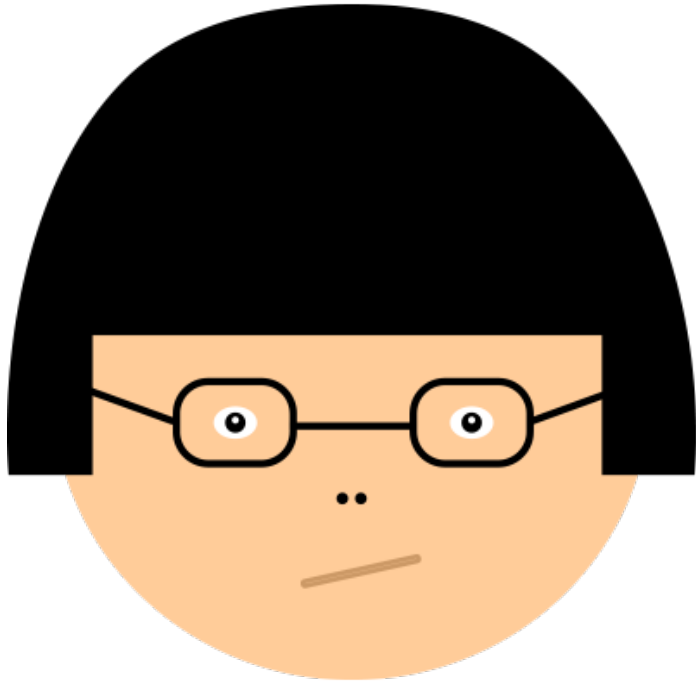


The Punishment Game



Studio/Lab: Systems Final Project
Yumeng Wang

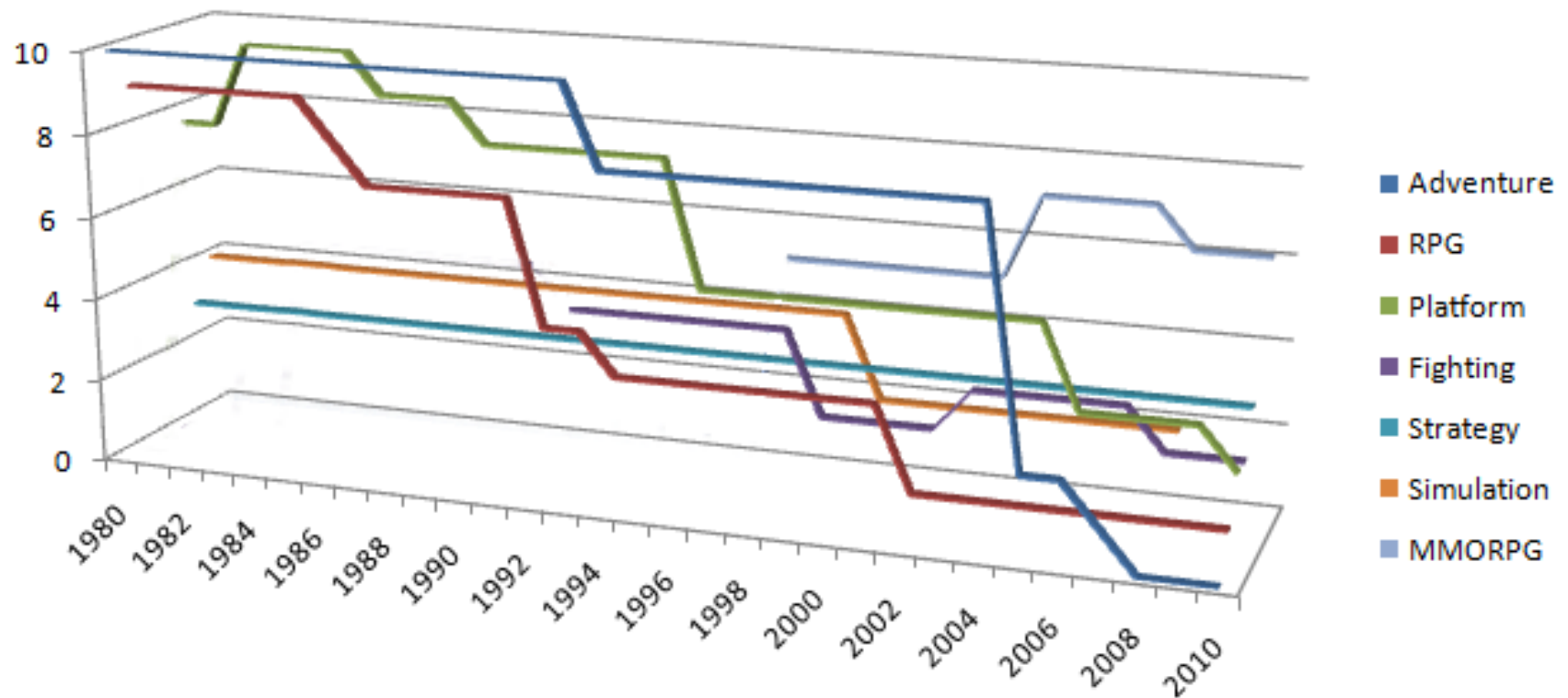
Research

But as I sat there on the bus, I didn't feel stronger. Pretend victories didn't feel real. And there was something else. Something from the game I couldn't stop thinking about. Something I'd felt in the game that I couldn't find any way to know or to feel outside it. *What did 490 points of damage feel like?* What would it look like? I could imagine 12 points of damage. A cut-through neck, for instance. A crushed torso. I could even imagine 20 points of damage. A pulverized skull. Both legs sliced cleanly off. But 490 points of damage? Here was a hard limit to my imagination. I simply couldn't imagine up to 490.

Gameline, Michael Clune (2015)

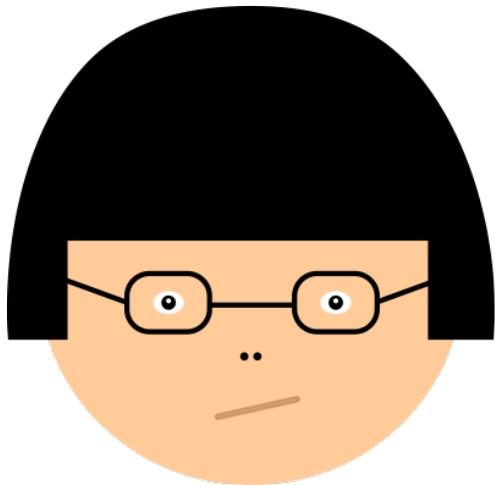
A memoir about the impact of 7 video games on the author's childhood

Research



The proportion of punishment is decreasing over the years in different genres of games.

Introduction



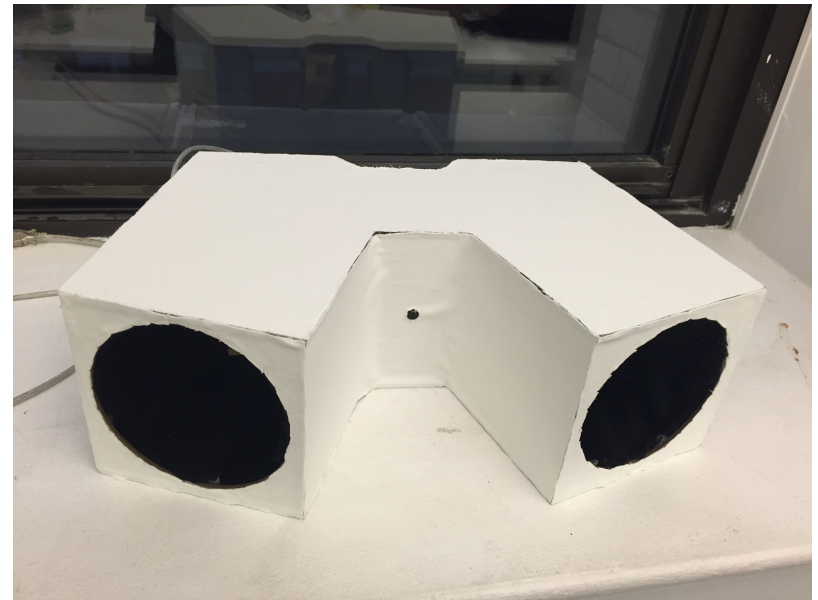
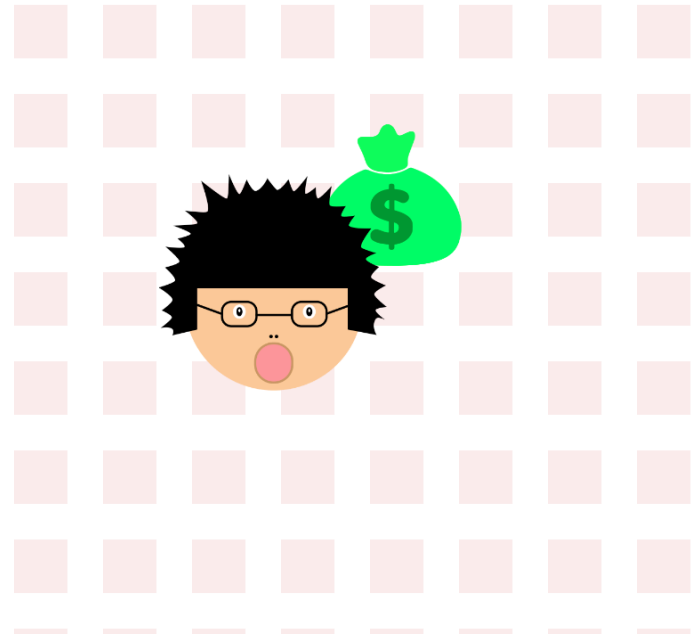
Strategies? Rewards? No, punishment is the ultimate key to keep games interesting. To cancel out the punishment and get back to playing again, there are a few options – paying for more lives, watching ads, sharing on social media, or just simply being patient to wait. And this is where the games make more money and have you promote for them.

However, after all the digital punishment is only one of the strategies to keep players engaged in the game. Does it impact on the players' behaviors in real life?

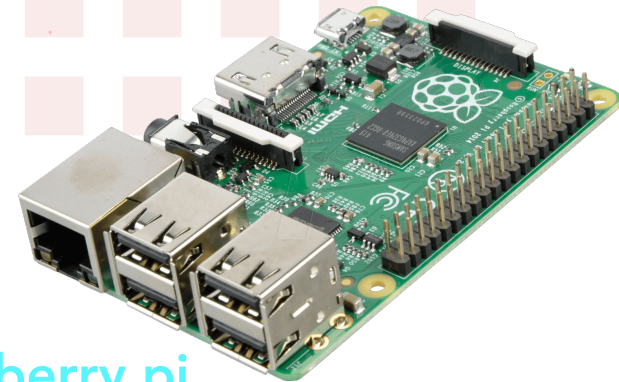
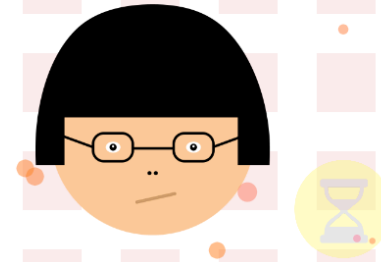
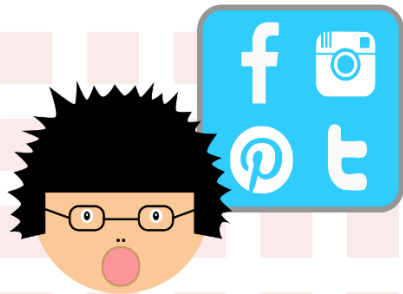
Introduction

The Punishment Game is an anti-game that takes concerns about implications of punishment in video games to real life. It consists of a web game and a customized physical controller.

The player puts his/her hands inside of the controller and control the movement of the avatar in the game with a gyroscope, and shouts to the controller to fire at the enemies. When the avatar is attacked by the enemies in the game, the player also gets physical electric shock on the hands.

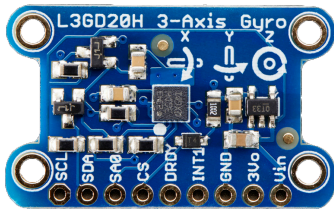
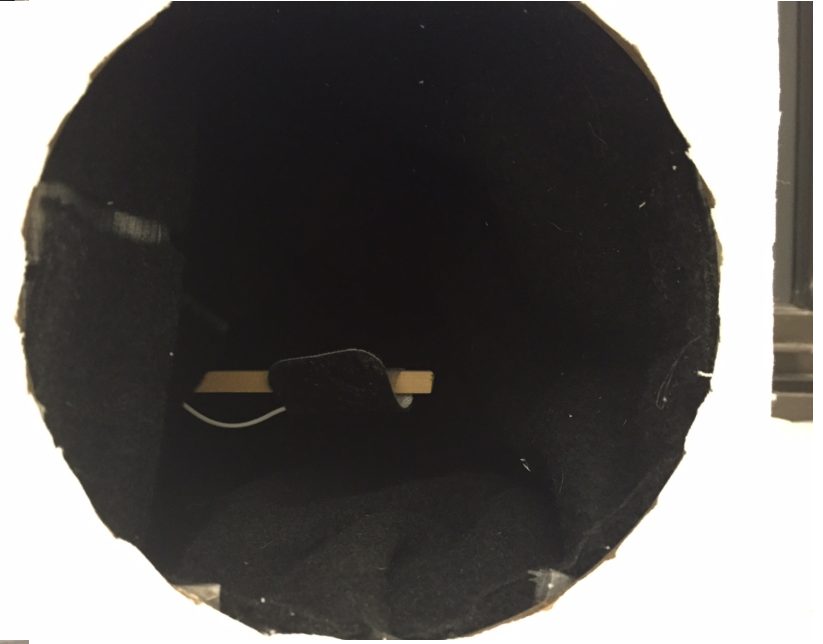
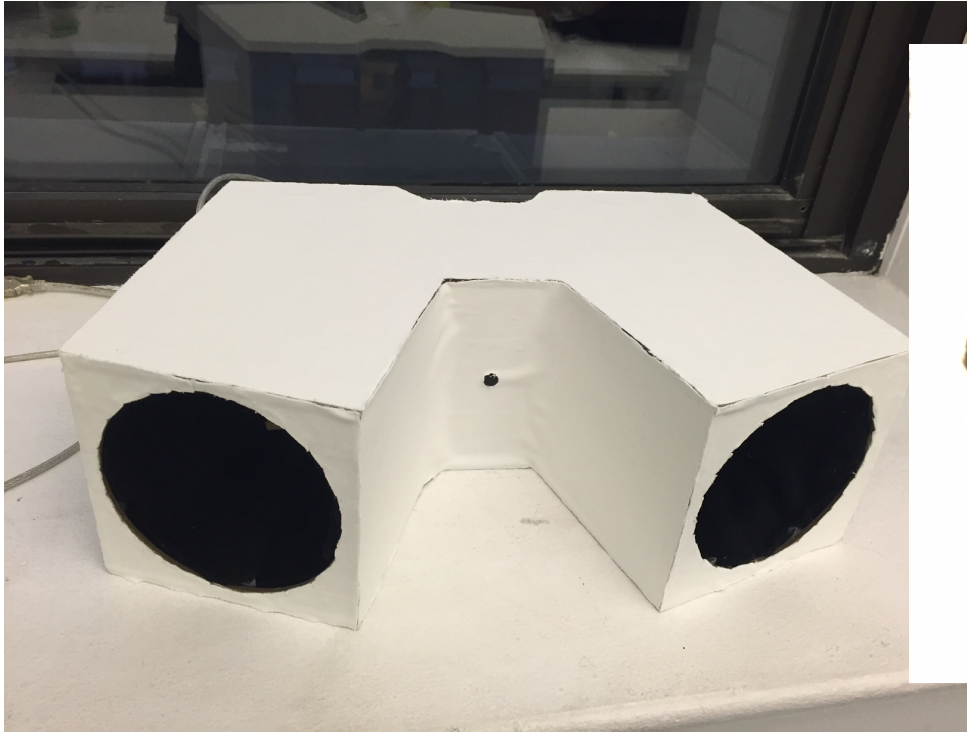


Components - Web Game



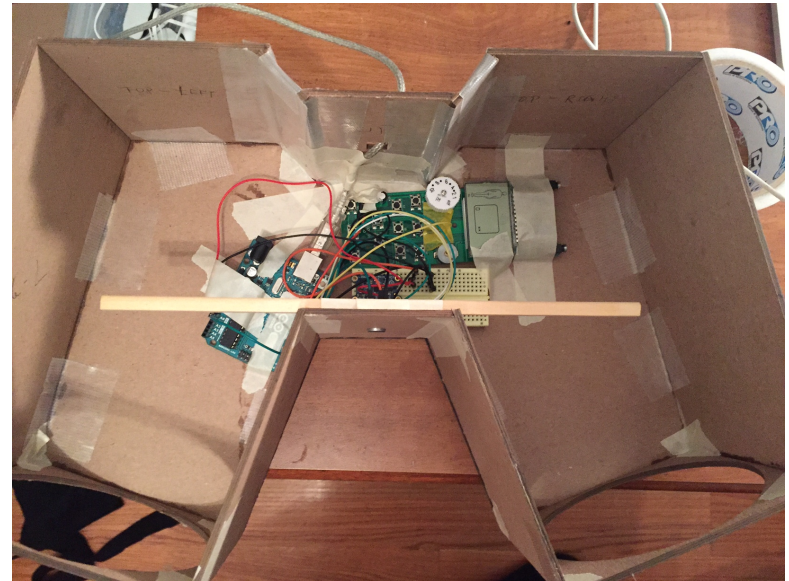
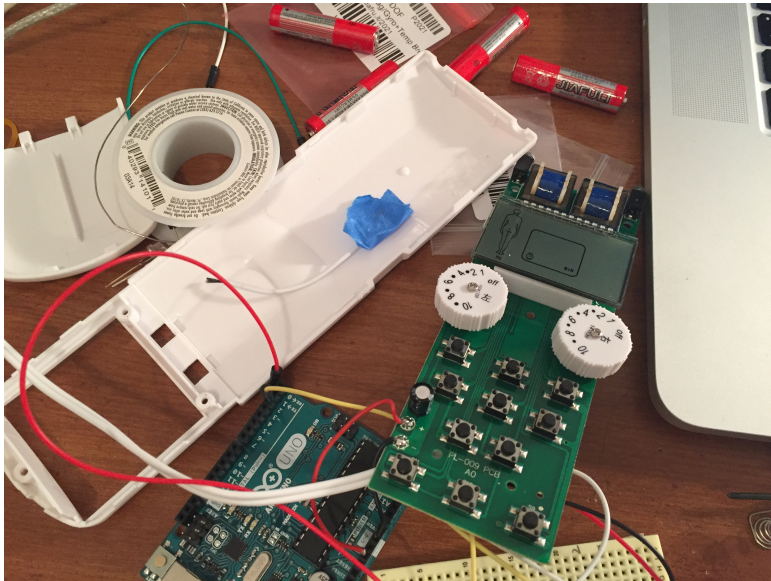
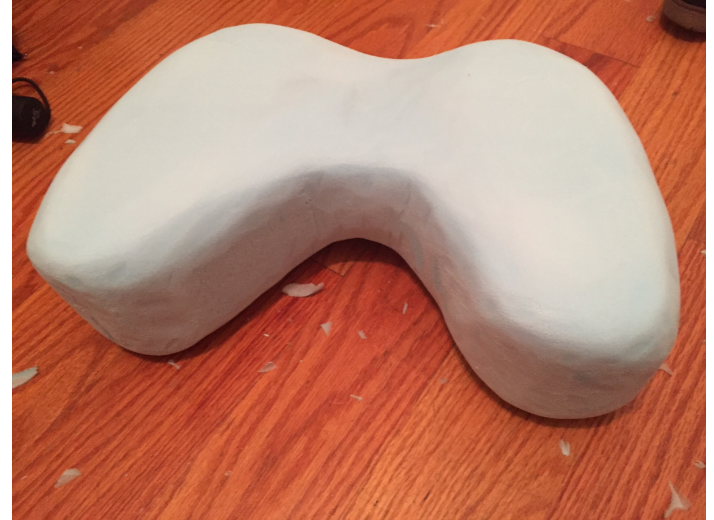
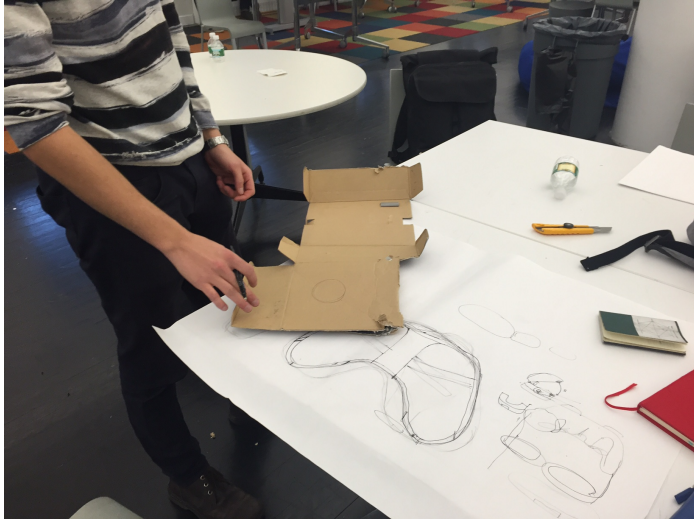
P5.js, node.js, socket.io on Raspberry pi

Components - Controller



Gyroscope, Microphone,
Electric Massager

Making Process



Live Demo



Future Improvement

- The movement controlled by the gyroscope is jerky and awkward.
- Clearer instructions for first-time players.
- The P5.js sketch is significantly delayed while running on Raspberry Pi.
- Making the enclosure lighter and smoothening the hard edges.