

Consalvo “Rule Sets, Cheating, and Magic Circle: Studying Games and Ethics”

Vocabulary Set

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“Playing Experience” a nice phrase for whatever the user does while playing.

“Active Audience Theory”: Active audience theory is a theory that people receive and interpret media messages in different ways, usually according to factors such as age, ethnicity, social class, etc. The audience is neither passive nor homogenous. from Wikipedia:

Polysemic Content: The capacity for content “Having a number of meanings, interpretations or understandings.” From Wiktionary

Ergodic: This is a tough one with two meanings. Ergodicity is a feature of stochastic systems, i.e. systems that accept input and shrug it off, returning to a previous state. But literally, ergo is Greek for work. Therefore, and the meaning I prefer, ergodic texts are texts which require work on the part of the user, which is clearly the case with a game.

Volition: A conscious choice, from the Latin for will. Related forms include voluntary, etc.