

Notes on McKenzie Wark:

1. Gamespace is pervasive in contemporary society. Everything and everywhere is a game.
2. Game world is just a shadow, but a real shadow: its reality is in its experience.
3. The mechanisms of gamespace are so strong and idiosyncratic that it affects our ability to interact beyond that space.
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5. The essence of game is contest, striving, competition, opposition. And the digitality of gamespace allows it to pervade the space of “reality”
6. Gamespace resembles reality in its dialectical opposition: self/other, win/lose, etc, so we can use our thinking about gaming to think about reality
7. Gamespace, as pure competitive opposition, has begun to alter other forms of media: television, movies, but also how we think about other things—politics, for example
8. But the differences are important—what anchors the game of reality?
9. What remains, though, is pure contest—we now view life as contest
10. The space of gaming has become reality itself—digitality, strangely enough, removed the location of the game and introduced the pervasiveness that allows gaming to become real
11. By becoming pervasive, play has become serious. Can serious play still be play?
12. Gaming turns on the ability of players to pick up and release discordant identities. We become featureless, then, to better play.
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14. in the space of life as game, play has been devalued in favor of rule-adherence.
15. Play, though, has value—it is radical, it is revolutionary, it has potential.
16. Play opposes work, but game as work has reduced the space for play
17. agony, or competitive opposition, has replaced play as the feature of games.
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19. in order to appreciate play, we must relate game to life, and then life *back to the game*, to arrive at the importance of play
20. games are not representational; they are like allegories; they encode abstract principles that allow decisions to take shape
21. play becomes dis-connected; atopic. Trivial.
22. Attention must be paid to the gamespace as a self-constituting arena, in order to understand it.
23. Gamespace becomes a reflective realm that can model and refract reality in important ways
24. If the space of the game includes reality, then thinking about the game as a game allows us to think in important and critical ways
25. Starting with difference provides the moment of access, of rupture, of openness.