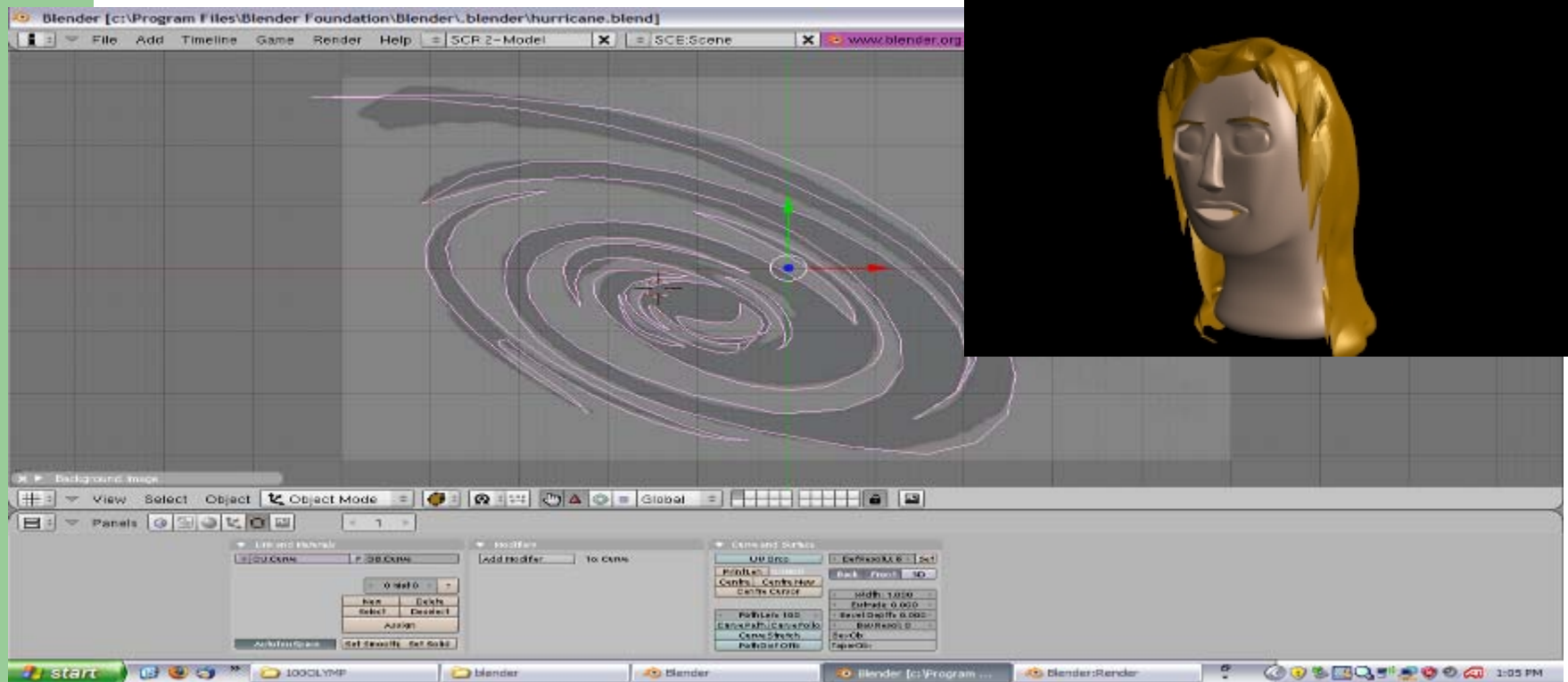


Digital Images for Rice Gaming

Laura Gibson
Rice University



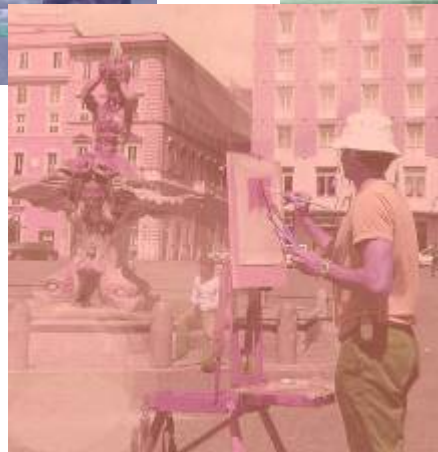
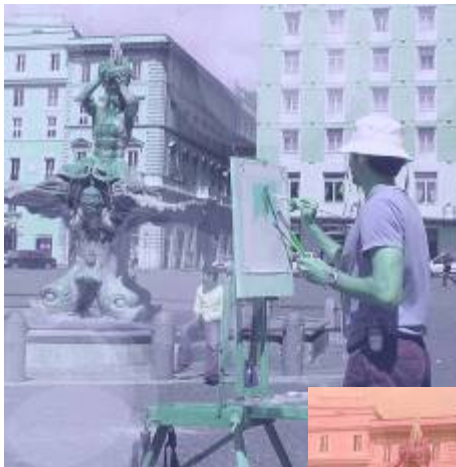
Hurricane Landfall



East of Thebes - Player



East of Thebes – Grad. Student



East of Thebes - Congresses



East of Thebes - Artifacts



East of Thebes Artifacts II



East of Thebes – Dirt!

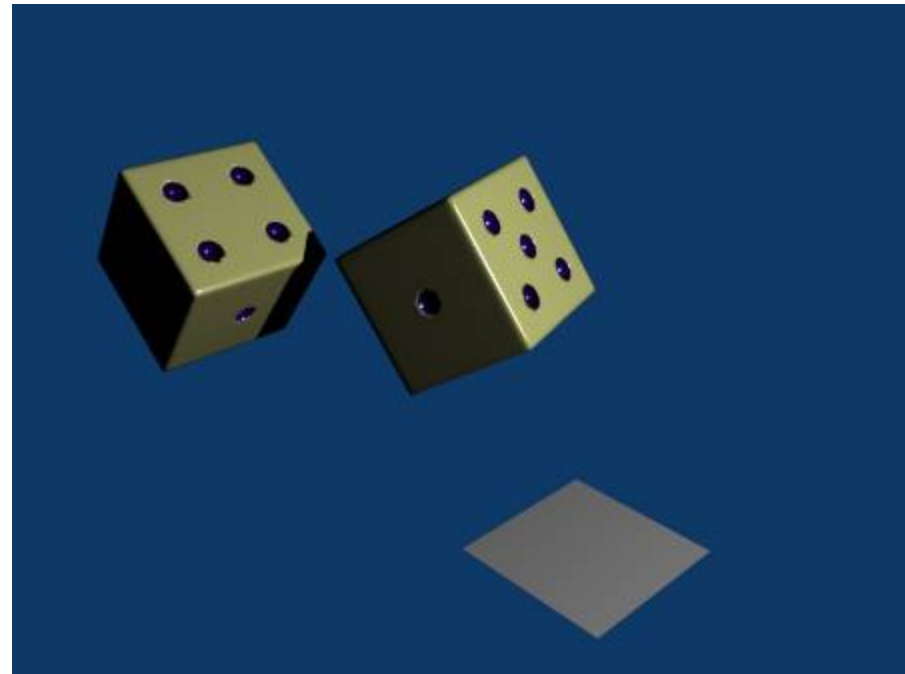
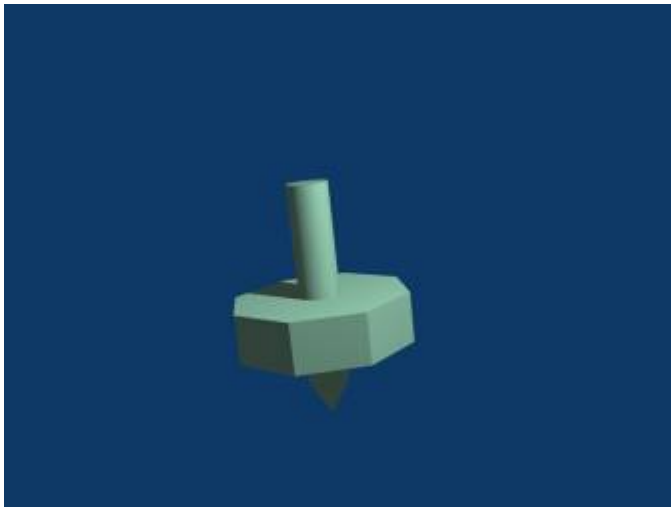


Digital Game Library

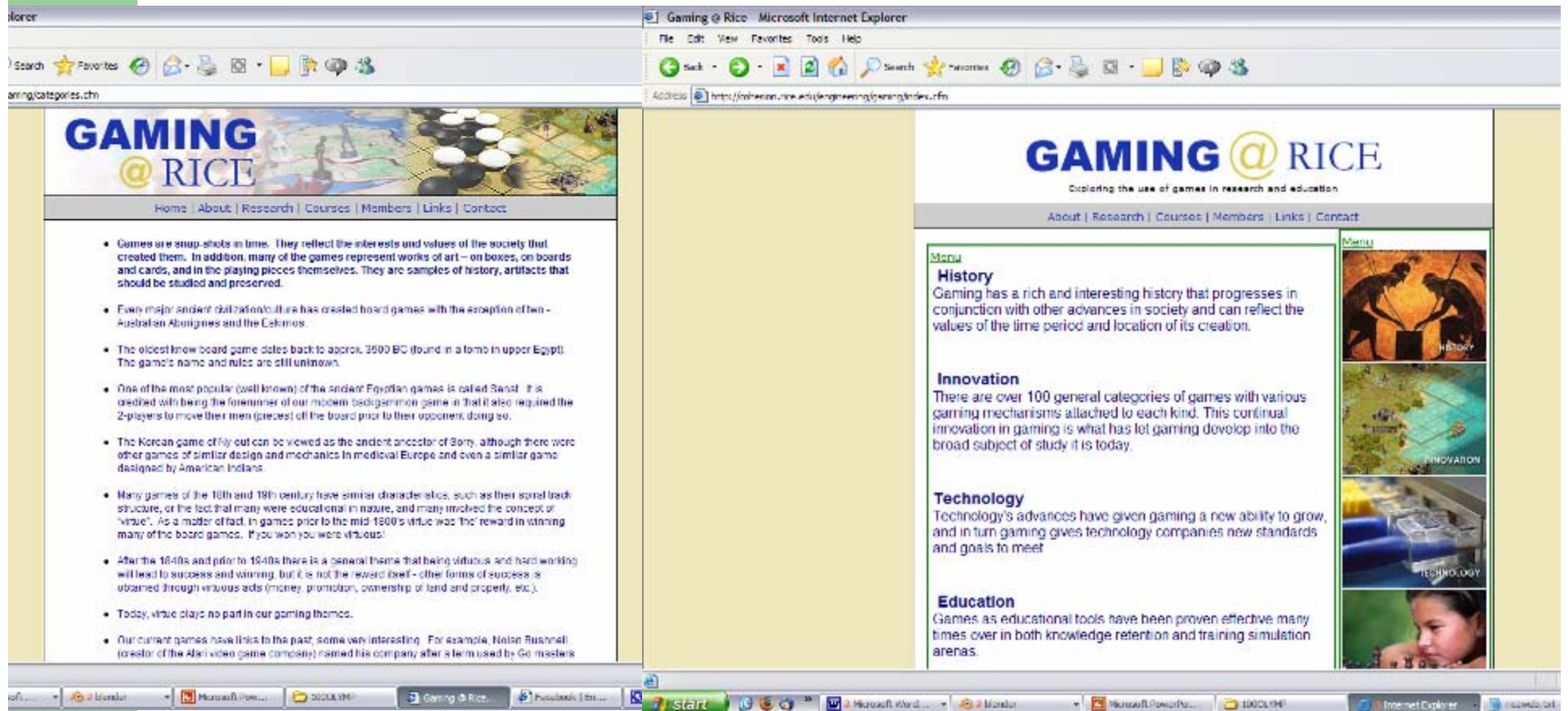


Common Gaming Images

- [C:\0001_0050.avi](#)
 - Dice and Teetotem Animations



Gaming at Rice Website



Microsoft Internet Explorer

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Address <https://cshreson.rice.edu/engineering/gaming/index.cfm>

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- Games are snap shots in time. They reflect the interests and values of the society that created them. In addition, many of the games represent works of art – on boxes, on boards and cards, and in the playing pieces themselves. They are samples of history, artifacts that should be studied and preserved.
- Even major ancient civilization/culture has created board games with the exception of two - Australian Aborigines and the Eskimos.
- The oldest known board game dates back to approx. 3500 BC (found in a tomb in upper Egypt). The game's name and rules are still unknown.
- One of the most popular (well known) of the ancient Egyptian games is called Senet. It is credited with being the forerunner of our modern backgammon game in that it also required the 2-players to move their men (pieces) off the board prior to their opponent doing so.
- The Korean game of Jyut can be viewed as the ancient ancestor of Go, although there were other games of similar design and mechanics in medieval Europe and even a similar game designed by American Indians.
- Many games of the 18th and 19th century have similar characteristics, such as their spiral back structure, or the fact that many were educational in nature, and many involved the concept of "virtue". As a matter of fact, in games prior to the mid-1800's virtue was the reward in winning many of the board games. If you won you were virtuous!
- After the 1840s and prior to 1940s there is a general theme that being virtuous and hard working will lead to success and winning, but it is not the reward itself - other forms of success is obtained through virtuous acts (money, promotion, ownership of land and property, etc.).
- Today, virtue plays no part in our gaming themes.
- Our current games have links to the past, some are interesting. For example, Nelson Bushnell (creator of the Atari video game company) named his company after a term used by Go masters

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Menu

History

Gaming has a rich and interesting history that progresses in conjunction with other advances in society and can reflect the values of the time period and location of its creation.

Innovation

There are over 100 general categories of games with various gaming mechanisms attached to each kind. This continual innovation in gaming is what has let gaming develop into the broad subject of study it is today.

Technology

Technology's advances have given gaming a new ability to grow, and in turn gaming gives technology companies new standards and goals to meet

Education

Games as educational tools have been proven effective many times over in both knowledge retention and training simulation arenas.