CMS.608 / CMS.864 Game Design
Spring 2008

CMS.608 – 8 May 2008
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<u>Improv Games</u>
- short form vs. long form
- often used for party games, ice-breakers, team building
- New Games movement in the 60s
    - hippies
- training games
- "There are no mistakes…only gifts!"
- the game has rules, but it's play
- long form
    - set of interconnected scenes or some sctructures