

THE DAWN OF TIME

WHENCE GAME WORLDS CAME

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LIVING GAME WORLDS

PROF. RICHARD A. BARTLE

ESSEX UNIVERSITY, ENGLAND

DR TODDYSTONE

- WHEN I WAS ABOUT **12**, I INVENTED THIS ...
WELL, IT'S HARD TO **SAY** WHAT IT WAS
 - I CREATED A **MAP** OF A LOST CONTINENT
 - I POPULATED IT WITH ALL KINDS OF EXCITING AND **INTERESTING** THINGS
 - I INVENTED A CHARACTER, **DR TODDYSTONE**
 - I MOVED DR TODDYSTONE **THROUGH** THE LOST CONTINENT A **DAY** AT A TIME
 - I WROTE A **DIARY** OF HIS DAILY ADVENTURES
- I USED THE FRAMEWORK OF A ROLE-PLAYING **GAME** TO CREATE **STORY** – FOR **FUN!**

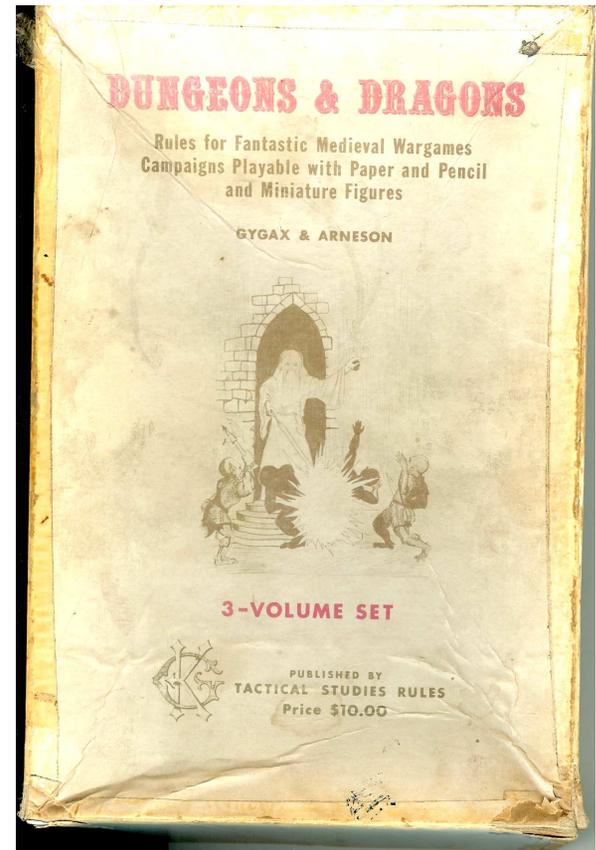
THE LORD OF THE RINGS



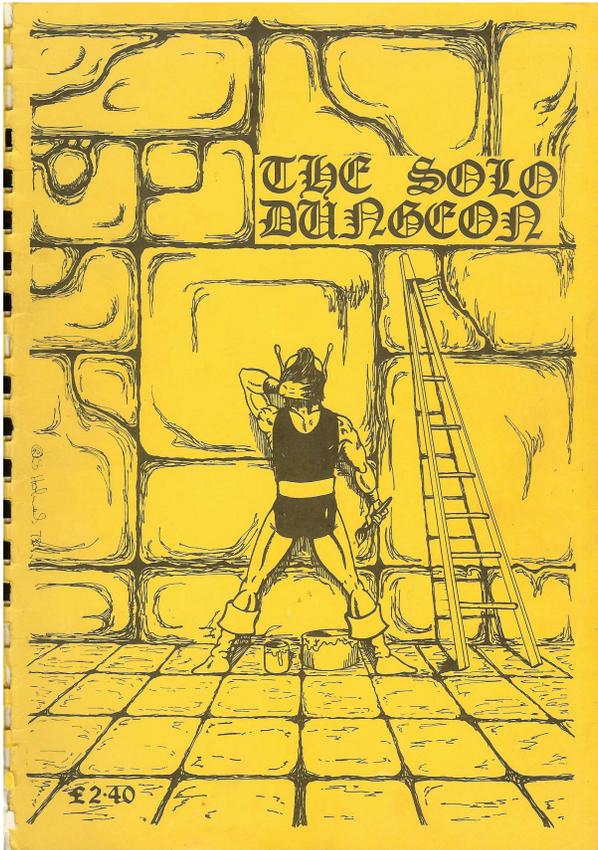
- I READ THIS **THREE TIMES** IN MY TEENS
- IT SHOWS THAT YOU CAN BUILD A COMPLETELY **IMAGINARY**, YET **BELIEVABLE** AND ENTIRELY **SELF-CONSISTENT** WORLD

DUNGEONS & DRAGONS

- I PLAYED A **LOT** OF *D&D* IN 1976/1977
- BACK THEN, KIDS DIDN'T HAVE AS MUCH **HOMEWORK**, SO THEY GOT TO SPEND TIME DOING THINGS THEY **ENJOYED**
- *D&D* INTRODUCED SOME CONCEPTS I HADN'T **COME** ACROSS BEFORE, SUCH AS **LEVELS**



THE SOLO DUNGEON



THIS WAS MY FIRST
PUBLISHED GAME
IT WAS **AMONG** THE
EARLIEST "CHOOSE YOUR
OWN ADVENTURE GAMES"
IN THE UK

- UNLIKE ANYTHING **ELSE** AT THE TIME, IT WAS
OPEN-ENDED

ADVENT

- WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?
Y
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS
HAVE FOUND FORTUNES IN TREASURE AND GOLD, THOUGH IT
IS RUMORED THAT SOME WHO ENTER ARE NEVER SEEN
AGAIN. MAGIC IS SAID TO WORK IN THE CAVE. I WILL BE
YOUR EYES AND HANDS. DIRECT ME WITH COMMANDS OF 1
OR 2 WORDS. I SHOULD WARN YOU THAT I LOOK AT ONLY
THE FIRST FIVE LETTERS OF EACH WORD, SO YOU'LL HAVE
TO ENTER "NORTHEAST" AS "NE" TO DISTINGUISH IT FROM
"NORTH". (SHOULD YOU GET STUCK, TYPE "HELP" FOR
SOME GENERAL HINTS. FOR INFORMATION ON HOW TO END
YOUR ADVENTURE, ETC., TYPE "INFO".)
- ROY TRUBSHAW PLAYED *ADVENT* **RIGHT** THE
WAY THROUGH.
 - HE WAS THE **FIRST** AT ESSEX UNIVERSITY TO GET
THE **LAST** POINT

SETUWP

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RESET  
setz      1,  
setuwp    1,  
halt
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- ROY HAD WANTED ACCESS TO THE INTER-PROCESS COMMUNICATION ROUTINES OF ESSEX UNIVERSITY'S **PDP-10**
 - JUST TO **PLAY** WITH THEM
- HOWEVER, HE WAS **DENIED** THESE PRIVILEGES
- LOOKING FOR WAYS **ROUND** THE PROBLEM, HE CAME ACROSS **SETUWP**

MUD

- HERE'S A (FAKED) SCREENSHOT:

Narrow road between lands.

You are stood on a narrow road between The Land and whence you came. To the north and south are the small foothills of a pair of majestic mountains, with a large wall running round. To the west the road continues, where in the distance you can see a thatched cottage opposite an ancient cemetery. The way out is to the east, where a shroud of mist covers the secret pass by which you entered The Land. It is raining.

*w

Narrow road.

You are on a narrow east-west road with a forest to the north and Gorse scrub to the south. It is raining. A splendid necklace lies on the ground.

*

- MUD, ROY TRUBSHAW & RICHARD BARTLE, 1978
- THIS IS PRETTY MUCH WHY **I'M** ON THIS PANEL AND YOU'RE **NOT!**

CONCLUSION

- *MUD* IS AT THE **ROOT** OF THE MMO FAMILY TREE
- ITS VIRTUAL WORLDLINESS DID **NOT** COME FROM OTHER GAMES
 - THE SAME CAN **ALSO** BE SAID OF *SCEPTRE OF GOTH*, *AVATAR*, *ISLAND OF KESMAI*, *ARADATH*, *MONSTER* AND, OF COURSE, **HABITAT**
- HOWEVER, IT **DID** MAKE USE OF IDEAS FROM **ALL OVER** THE PLACE
- "EVERYTHING IS INTERTWINGLED"