The Sims 2: A Game for almost All Players

A success story

Formal & Material Constraints

- **Formal Constraints**
  - ☐ Game elements that convey author's intended story
  - ☐ For The Sims 2 there are almost no formal constraints

- **Material Constraints**
  - ☐ Anything players are able to control
  - ☐ For Sims 2 material constraints are varied and customizable

- **Agency**
  - ☐ The power to affect the game in the way a player **wants**
  - ☐ For The Sims 2 extremely high

Different Player Types

- Bartle's Achievers, Explorers and Socializers are a nice way to view The Sims players

- Maybe because MMO's and the Sims have similarities in their spaces and often rely on emergent (player driven) narratives

The Sims 2: Achievers

- **Achievers**
  - ☐ Accomplish the goals the sets for players
  - ☐ Reach the top of a career path (or all of them)
  - ☐ Max out skills
  - ☐ Fulfill lifetime aspiration

The Sims 2: Explorers

- **Explorers**
  - ☐ Find the boundaries of the game
  - ☐ Design custom objects and sims
  - ☐ See what happens in an unusual situation
  - ☐ Find a glitch or cheat
  - ☐ Create new and unusual spaces

The Sims 2: Socializers

- Socializers
  - Interests in the sims "story"
  - Design stories for sims
  - Designs lots that are very telling about the sims that inhabit them
  - Find out more about the existing sims through playing them and interaction with them
  - And observe sim – sim interaction (find out which sims like each other)

The Sims: Killers

- Not a lot of room to grief people
- Possible to make your own sims suffer but not a lot of great ways to make others suffer
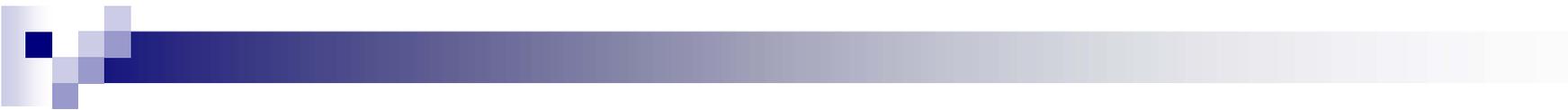
Sniderman's meta-games

- Is everyone playing The Sims 2? Or are they all playing different games?

- YES, YES

- They all share the simulation space.

- But they have created different games for themselves by inventing different goals and win states.

Player Interests

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Please see any screenshot of Sims 2 gameplay, such as
http://ui31.gamespot.com/1758/sims2deluxemusic_2.jpg

Cheats in The Sims 2

- Cheats can be constructive to certain players
- There are many intentional cheat codes designed by the developers
- Aging on/off
- Kaching & Motherlode
- These "cheats" can increase player agency