

TAXONOMY OF TEMPORAL STRUCTURES

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The video game is a member of the family of the moving images and, as such, its audiovisual layers change with time. Since the changes displayed within a video game are influenced by the player's choices, there is a whole new range of elements that configure this medium's temporality when compared to other types of moving images, such as film.

In order to analyze these temporal structures in the context of my PhD project, I have developed a taxonomy of different features that can be implemented in order to configure a game's temporality. The categories are divided in three groups: *change of state*, *spatiotemporal structures*, and *goals and restrictions*. The first group contains elements related directly to the player-influenced moving image, like the actions the player can perform with the avatar and how these can evolve in time. The second group focuses on the design of space as a means to sequence events. For instance, how the distribution of objects in a particular space (in combination with the space's design) determines the sequence in which the player will encounter them. The third group deals with goals and how they structure a game's temporality.

In total, this taxonomy offers a catalogue of eleven features that can be employed to perform a comprehensive analysis of a video game's temporal structures. These features are normally present in sets of different combinations, but not all of them are present in every game. My analysis in the workshop will put this taxonomy to the test.