“Better Mod Tools”

- From Active Users to Power Modders
WHY?

BETTER

What does nailing down better do:

- Enable new demographics of players to become power modders
- Traditional authoring tools have led to traditional content by a traditional audience which has become kind of boring. Revamping the tools can revamp the content
MODDING – WHAT IS IT?

“Modding is a slang expression that is derived from the verb “modify”. Modding refers to the act of modifying hardware, software, or virtually anything else, to perform a function not originally conceived or intended by the designer.” [1]

In the domain of computer games, game mods are a leading form of user-led innovation in game design and game play experience.

But Computer Game Modding is more than just an individual “modifying” an existing game. With more accessible and easy to use mod tools it has become has a Participatory Culture – A Do It Yourself ecosystem where “new tools and technologies enable consumers to archive, annotate, appropriate and re-circulate media content.” [2]

I wish to investigate theoretically and practically the influence that the design of the authoring tools have on the user experience of the modder.

TOPICS TO BE EXPLORED

• Player Motivations in Game Mods
• Enabling user led innovation in technology and design
• Reciprocal content innovation in Mod communities. For example, as a means of increasing Cultural Diversity and Historical Accuracy in video games.
• How Industry benefits (by providing better more targeted tools and simplifying the legal side of things)

& lastly, how BETTER authoring tools can enable all of the above
WHAT I PLAN TO COME UP WITH...

- ‘N’ Best Features a Mod Authoring Tools can have

- Mod the game Thief and document the experience.

- [MAYBE] Simulate a small experiment in class to come up with more solid material to back the theoretical content in my article. Haven’t fleshed out the details of this yet