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J249: Intro to Studying Games  
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### Prep Work #1: The Arcade Game

I was given the assignment to play arcade games at a local Arcade spot for my first assignment. When I walked in, I felt like a kid again. I played a little bit of Pac-Man, Space Invaders, Donkey Kong & Pinball. My favorite of the Arcade was the classic Pinball Theme: Funhouse. I grew up playing that specific theme with my older brothers who are 10, 13 15 and 25 years older than me. When I played Galaga, I placed 5<sup>th</sup> on the record boards. I also scored a day high of 25,000 points on a pinball game and captured that moment. When I played Mario Kart, I took first numerous times. The overall experience was worth it, and I highly anticipate going a few more times. It is very different from a Dave & Busters.

The idea that I developed going into the game was **Agon**, a competitive and dominant style when forming the action of play and games. I was in competition with a friend and felt like children who wanted to beat each other. Although I played in Agon, it was very friendly. Upon entering, you had to have ID, and food and drinks are served. This is much different than the arcades that used to be around when I was a kid. There was a DJ, which made the style of an arcade unrealistic. It made the arcade seem like it was catching up to modern times.

When I reflect on *Laura June's Article*, I believe Arcades are dead. In the video, it explains how the times have changed. The reason is because there are not many in the world. The culture has died. You did not need ID to go to an arcade back then, and your parents did not need to be there. It was a haven for every kid. Food was prohibited because of how they were built. When I went into Level Up, I was carded, and all the arcade games were updated. Newer games were added, and it is a place for adults to casually hang out. That is very different from the childhood I lived. I believe Arcades are a past time waiting to be forgotten about. Most of the classics are changed to casino gambling machines. The slogan "Adapt or Die" was the statement for many companies fighting but failing to stay in business.

## **Accomplishments**

**1st Place** - Mario Kart (2x)

**2nd Place** - Mario Kart (2x)

**5th Place** - Leaderboard (Galaga)

**1st Place** - Basketball Arcade Shootout

**1st Place** - Pac Man 4 Player Play

**3rd Place** - Day Leaderboard Pinball