Towards a Taxonomy of Sexy Analogue Play

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Abstract: I endeavor here to develop a taxonomy for describing and discussing forms of analog play which involve sexy content. Whilst I think there is some use in keeping the umbrella term “sexy analog play” to cover all forms of non-digital play with a flirty or sexy connotation, it is better to investigate other, more specific words for use in describing precisely the types of play to be discussed. Whilst undoubtedly personally useful, the existence of such terminology has other applications as well. Namely, it would be useful to have words besides “adult” to describe analog games with sexual content from a marketing perspective. As a descriptor, “adult” board games can refer to difficulty level as well as content, which makes locating and purchasing sexual games difficult. To widen the existing vocabulary used to discuss sexual games, I have identified four broad categories drawn from a thematic analysis of existing literature in the fields of game studies, folk games, and game design, as well as contributing my own terms from my own research where I noticed a gap in the published literature. The four categories are: sexy brink play,1 sexy board and card games, secret dress-up play,2 and erotic role-play.3 These four categories are by no means exclusive or final, but rather represent a starting point for fleshing out categories of sexy analog play.4 Rather than consider this taxonomy as limiting what can or should count as sexy play, it is better to think of it as a first attempt at collating existing research with the goal of popularizing terminology for discussing and describing a wide variety of sexy games.

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Much like the use of boffers enables players to rush into battle with fear and anger flaring because of the character’s fear of dying, but without the player having to worry. It’s also a try at creating the “missing link” needed to widen possible playable themes. I believe that there are an infinite amount of stories out there to be told about love and a better world and that perhaps we need less about genocide and “all orcs/humans/martians must die.” Why is it important to play romance or sex in a larp? When I do larp I use the media to tell stories that I think the world in general and the p... This article presents a taxonomy of parameters influencing interaction. In it are identified (a) game aspects in which the player feels agency, and (b) game mechanisms that encourage that feeling. Such a taxonomy is useful for (i) game designers considering where and how to incorporate user input and input triggers, and (ii) evaluating the quality of interaction, given that players judge game quality partly on the extent to which their agency is enabled or inhibited. The taxonomy builds on the results of a series of focus-group studies analyzing selected commercial narrative role-play and adve A taxonomy of mixed reality visual displays. Paul Milgram  Department of Industrial Engineering University of Toronto Toronto, Ontario, Canada M5S 1A4. + Fumio Kishino ATR Communication Systems Research Laboratories 2-2 Hikaridai, Seika-cho, Soraku-gun Kyoto 619-02, Japan. The purpose of a taxonomy is to present an ordered classification, according to which theoretical discussions can be focused, developments evaluated, research conducted, and data meaningfully compared. Four noteworthy taxonomies in the literature which are relevant to the one presented here are summarised in the following.