

Blackout! unpacking the blackbox of the  
game event.

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# “Blackout!” Unpacking the the Game Even

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## ABSTRACT

In this article we propose a new ontology for games, synthesizing Network Theory and Goffmanian frame analysis. In doing so, we propose a practical model for the analyst and designer, that clearly illuminates the 'Black Box' of any game, illuminating how each object (frame) may move between three levels of the Game Event: Social World, Actor World, and Object World. Abbreviating these worlds, a shorthand for the model

## Keywords

Ontology; Frame Analysis; Actor-Network Theory; Object-Ori

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