

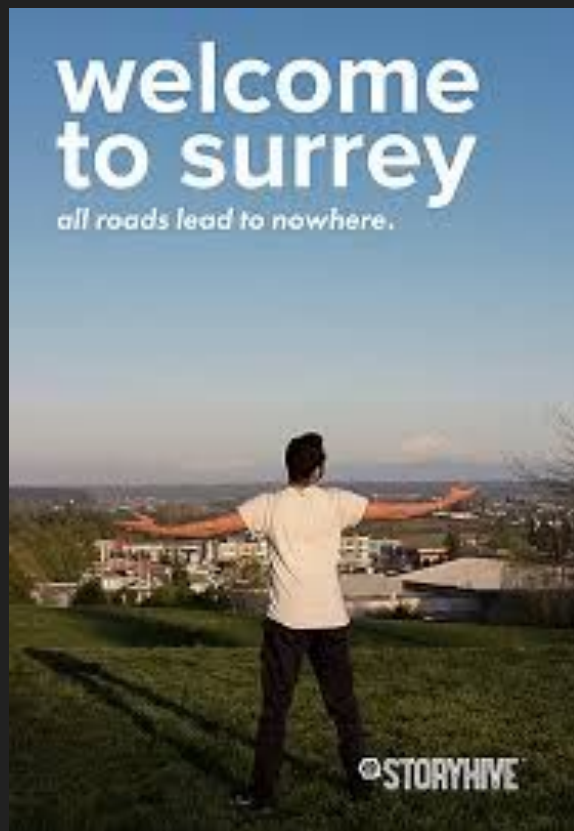
Kuba Karpierz MSc Presentation

It's finally time!

About Me



About Me



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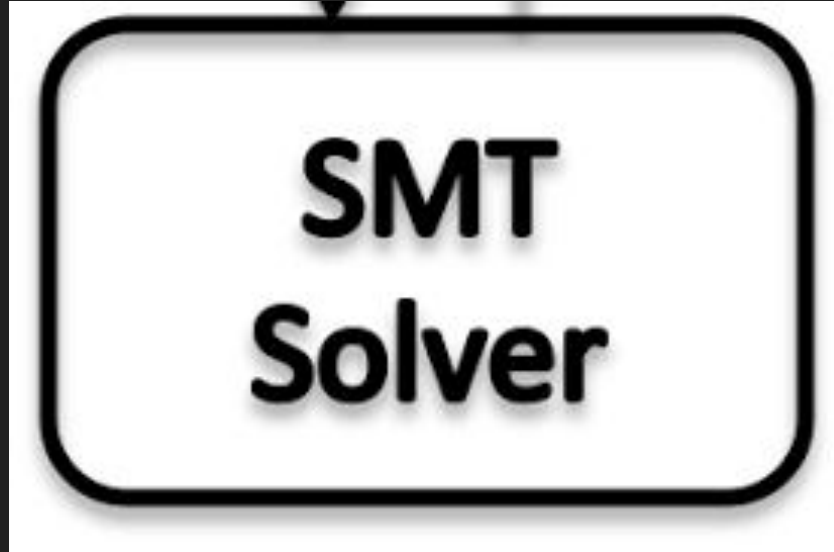


About Me



The bulk of my research - explained

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The bulk of my research - explained



How about a more important research question?

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Eurogames!!!!



Methodology

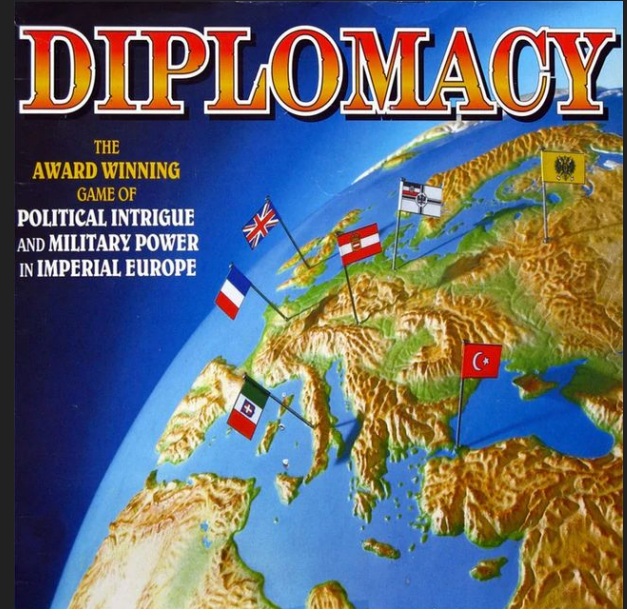
- Get friends to play very-non Euroey games:
 - Long games
 - Short games

Evaluation

- Diverse CS grad students
 - Germany
 - Switzerland
 - United Kingdom
 - Penticton

Game 1: 2 months of deception

- Killed the productivity of 7 graduate students over a summer
- Killed a bunch of friendships (RIP Neilsha)
- Killed a bunch of free food
- Killed a bunch of hikes



Case 2: 10 seconds of pointlessness

- Host house parties
- Make vegetarian chilli
- Rick and Morty
- Try to get people to do yoga
- Just like I keep trying to get people to play this game

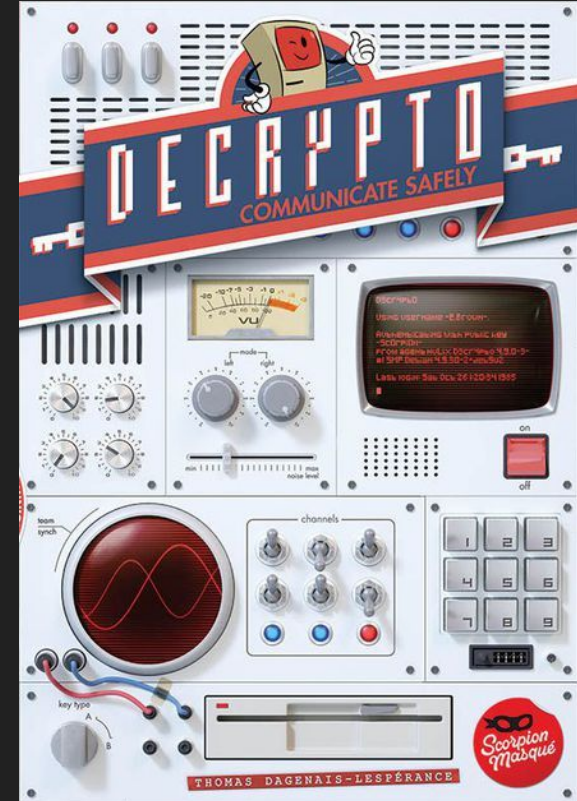


In Conclusion

- A Eurogame, also called a German-style board game, German game, or Euro-style game, is a class of tabletop games that generally have indirect player interaction and abstract physical components. Euro-style games emphasize strategy while downplaying luck and conflict. They tend to have economic themes rather than military and usually keep all the players in the game until it ends.
- Eurogames are sometimes contrasted with American-style board games, which generally involve more luck, conflict, and drama. [1]
- Eurogames are usually less abstract than chess or Go, but more abstract than wargames. Likewise, they generally require more thought and planning than party games such as Pictionary or Trivial Pursuit.
- Eurogame is a common, though still an imprecise, label. Because most of these games feature the name of the designer prominently on the box, they

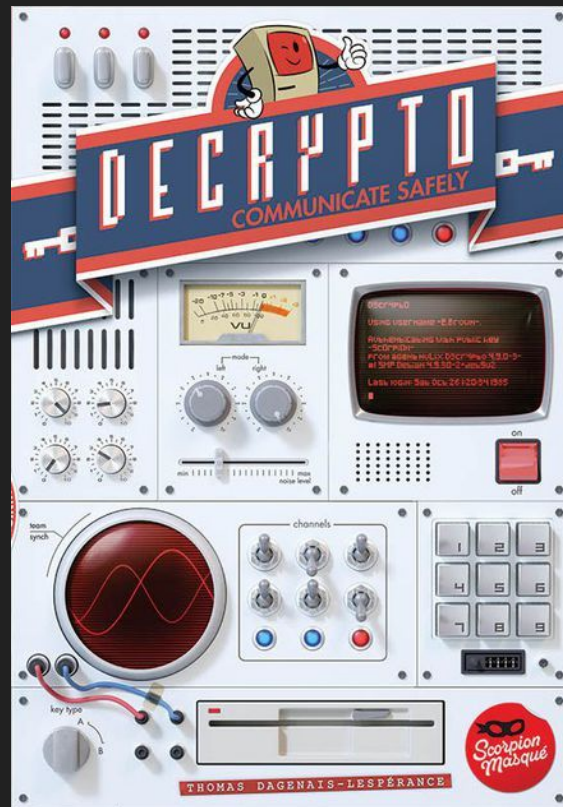
In Conclusion

- Just play the games I tell you to, ok?



In Conclusion

- Just play the games I tell you to, ok?
 - Just don't team with Clement.



Thank You!!