*Asteroids* (1979, arcade), Atari.**GAMEPLAY MODE**

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| 1. Composition |

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| **Tangible space** | Fullscreen. |
| **Intangible space** | None. |
| **Negative Space** | None. |



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| External | Zero-Ergodic |

2. Ocularization |

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| 3. Framing mechanisms | **Anchor :** Objective | **Mobility :** Fixed |

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| 4. Plane Analysis

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|  | **Agents** | **In-game** | **Off-game**  |
| **Graphical materials** | Vector graphics | - | - |
| **Projection method** | Orthogonal | - | - |
| **Angle of projection** | Top-Down | - | - |

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| **Notes :** A simple and flowing action game, *Asteroids* exemplifies the uniformity of early video games’ visuality. The player’s agent is taking a central but very small part of the space around it. This already creates a rhythm in the reading of the screen as a back and forth between the endangered agent and potential dangers. Control feels relative to a specific skillset that is already evident when looking at the screen: assess the urgency of obstacles and react accordingly from instant to instant. *Asteroids* has nothing to show but the agents it sets in motion: pure tangibility with little to no mimetism. |

