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

1. Composition
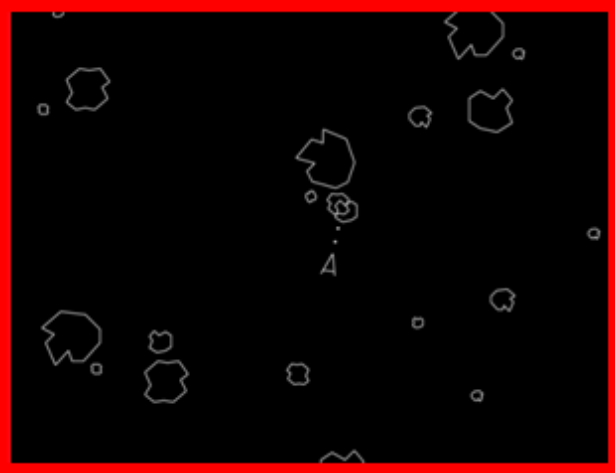
Tangible space	Fullscreen.
Intangible space	None.
Negative Space	None.

2. Ocularization

External	Zero-Ergodic

3. Framing mechanisms

Anchor :	Objective	Mobility :	Fixed

4. Plane Analysis

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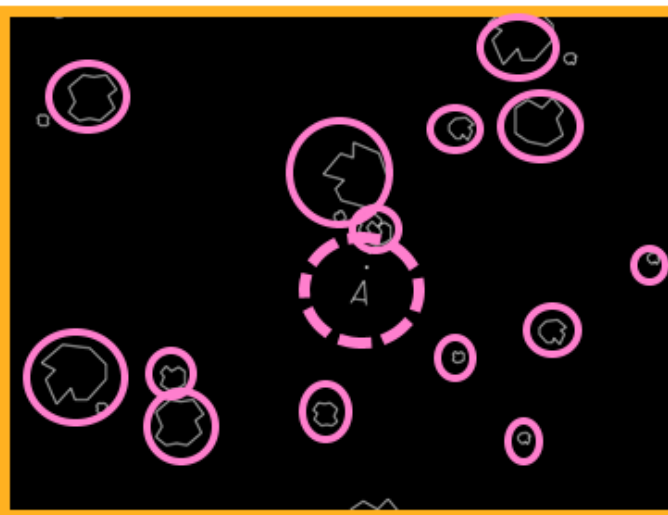
Notes :

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.