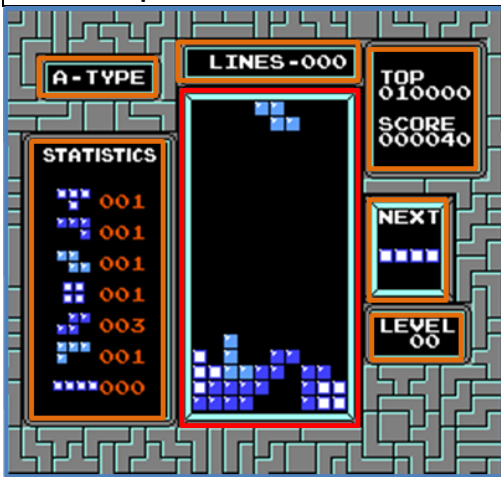


*Tetris* (1989, NES), Nintendo. **GAMEPLAY**

1. Composition



<b>Tangible space</b>	An abstract rectangle of empty space which the player progressively fills.
<b>Intangible space</b>	Information displays.
<b>Negative Space</b>	Ornamental wall of gray tetriminoes .

2. Ocularization

External

Zero ergodic

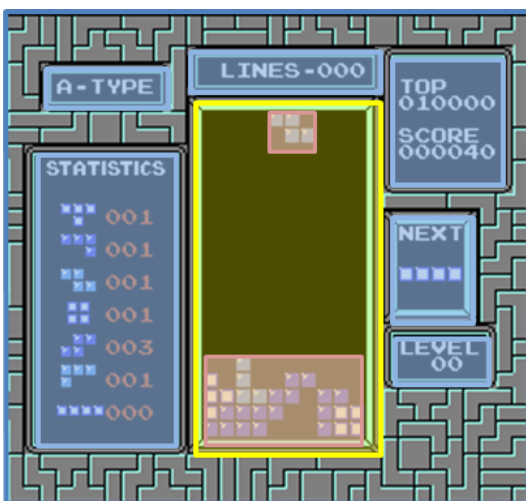
3. Framing mechanisms

**Anchor** : Anchorless

**Mobility** : Fixed

4. Plane Analysis

	<b>Agents</b>	<b>In-game</b>	<b>Off-game</b>
<b>Graphical materials</b>	Raster graphics (sprites)	Blank	Raster graphics (sprites)
<b>Projection method</b>	Orthogonal	-	Orthogonal
<b>Angle of projection</b>	Horizontal	-	Horizontal



**Notes :**

The player controls a single tetrimino at a time, progressively filling up the in-game environment through his agency. The data bands in the intangible space can play a role in the gameplay process – mainly the « NEXT » window, which displays the upcoming piece and has strategic importance for the player to keep track of.

There is no off-game space, since the in-game space needs clear boundaries to emphasize the confined nature of the game situation. However, some other games in the genre, such as *Tetris Worlds*, have tried to instill a sense of connectedness between the in-game and off-game environment with integrated backgrounds and events.