# HITMAN levels as Social Spaces:

## The Social Anthropology of Level Design

**The Context:**

- Me and Io-Interactive
- What is Hitman
- Level Design Role

**The Story:**

- The launch
- Sapienza
- The Social Space

**The Learnings:**

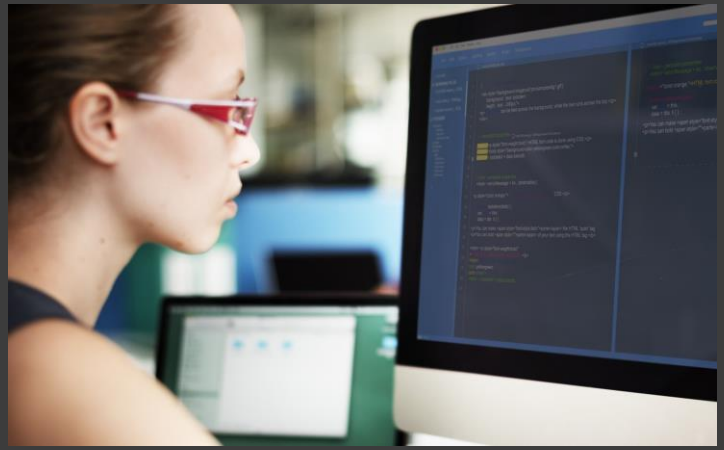
- The Comparisons
- Hitman 2

DENMARK

io interactive™

HITMAN
HITMAN 2

# Level Design at IO Interactive



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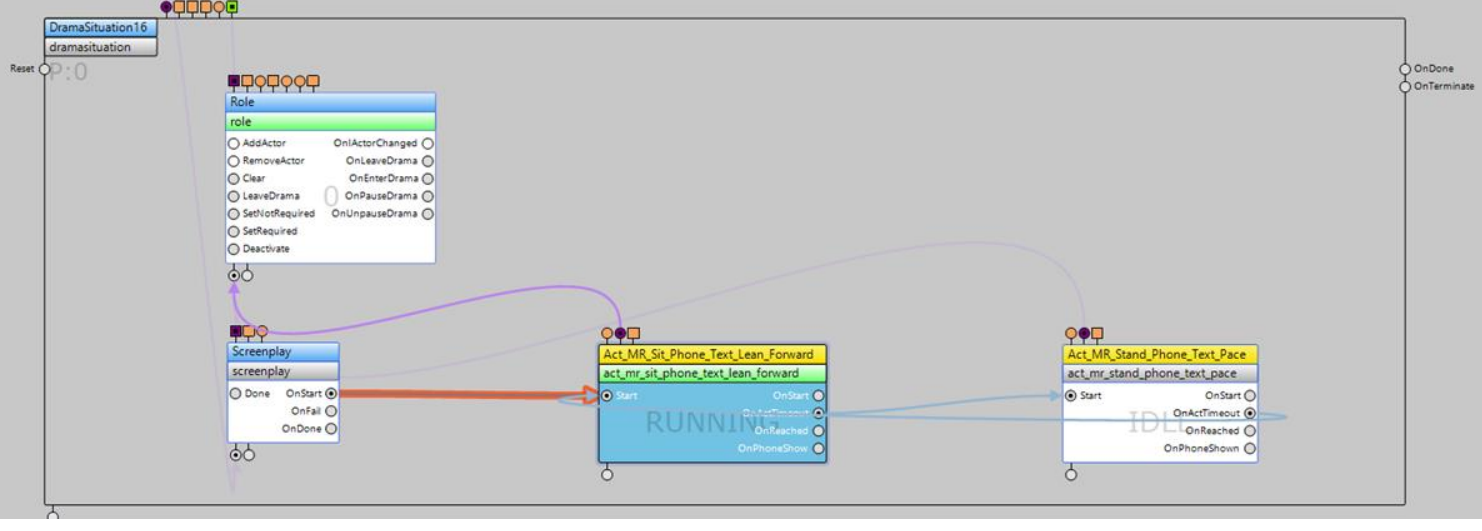
DramaSituation16
DramaSituation07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dramasituation
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Role
role
AddActor
RemoveActor
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LeaveDrama
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OnIActorChanged
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OnEnterDrama
OnPauseDrama
OnUnpauseDrama
0
Screenplay
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OnStart
OnFail
OnDone
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OnReached
OnPhoneShown
RUNNING
Act_MR_Stand_Phone_Text_Pace
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OnActTimeout
OnReached
OnPhoneShown
IDLE

EMPLOYEES
— ONLY —
BEYOND THIS
POINT
THANK YOU FOR YOUR COOPERATION

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YUL 105

Mark Browns ”Game Makers Toolkit : The art of repetition

**The Context✓**

Me and Io-Interactive

What is Hitman

The Level Design Role

**The Story**

The Launch

Sapienza

The Social Space

# HITMAN PlayStation 4

Square Enix | Release Date: Oct 31, 2016 | Also On: PC, Xbox One

Summary | Critic Reviews | User Reviews | D

**84**

**Metascore**
Generally favorable reviews based on **40 Critics**

What's this?

**Summary:** HITMAN empowers players to perform contract hits on powerful, high-profile targets in exotic locations around the globe, from Paris and sunny coast of Italy to the dust and hustle of the markets in Marrakesh in this stealth action title. Gameplay centers on taking out targets in vast sandbox... **Expand**

# HITMAN - EPISODE 2: SAPIENZA PlayStation 4

Square Enix | Release Date: Apr 26, 2016 | Also On: PC, Xbox One

Summary | Critic Reviews | User Reviews | D

**84**

**Metascore**
Generally favorable reviews based on **37 Critics**

What's this?

**Summary:** The 2nd installment of HITMAN finds Agent 47 traveling to the beautiful, sun-drenched coastal town of Sapienza, Italy. This episode adds a new story mission, new challenges, new weapons and gear, the Italian suit and of course new targets, opportunities and disguises.

# HITMAN - EPISODE 3: MARRAKESH PlayStation 4

Square Enix | Release Date: May 31, 2016 | Also On: PC, Xbox One

Summary | Critic Reviews | User Reviews | D

**75**

**Metascore**
Generally favorable reviews based on **26 Critics**

What's this?

**Summary:** Hitman Episode 3: Marrakesh presents players with a range of new in-game Challenges and Opportunities that keep them busy along with an entirely new setting for Escalation Contracts and Elusive Targets.

# HITMAN - EPISODE 4: BANGKOK PlayStation 4

Square Enix | Release Date: Aug 16, 2016 | Also On: PC, Xbox One

Summary | Critic Reviews | User Reviews | D

**71**

**Metascore**
Mixed or average reviews based on **22 Critics**

What's this?

**Summary:** While Agent 47 is quite the jet-setter, he rarely chooses to travel for pleasure. 47 is most certainly all work and no play. And so it is that he finds himself traveling to Thailand to bask in the natural beauty of exotic gardens, explore the Himmapan luxury hotel and resort's exquisite... **Expand**

# HITMAN - EPISODE 5: COLORADO PlayStation 4

Square Enix | Release Date: Sep 27, 2016 | Also On: PC, Xbox One

Summary | Critic Reviews | User Reviews | D

**70**

**Metascore**
Mixed or average reviews based on **18 Critics**

What's this?

**Summary:** In HITMAN Episode 5: Colorado, Agent 47 takes on his toughest assignment yet; an intense infiltration mission on a farm compound that has been converted into a private militia training camp. The story mission for Episode 5 is titled "Freedom Fighters" and is not one to be taken lightly.... **Expand**

# HITMAN - EPISODE 6: HOKKAIDO PlayStation 4

Square Enix | Release Date: Oct 31, 2016 | Also On: PC, Xbox One

Summary | Critic Reviews | User Reviews | D

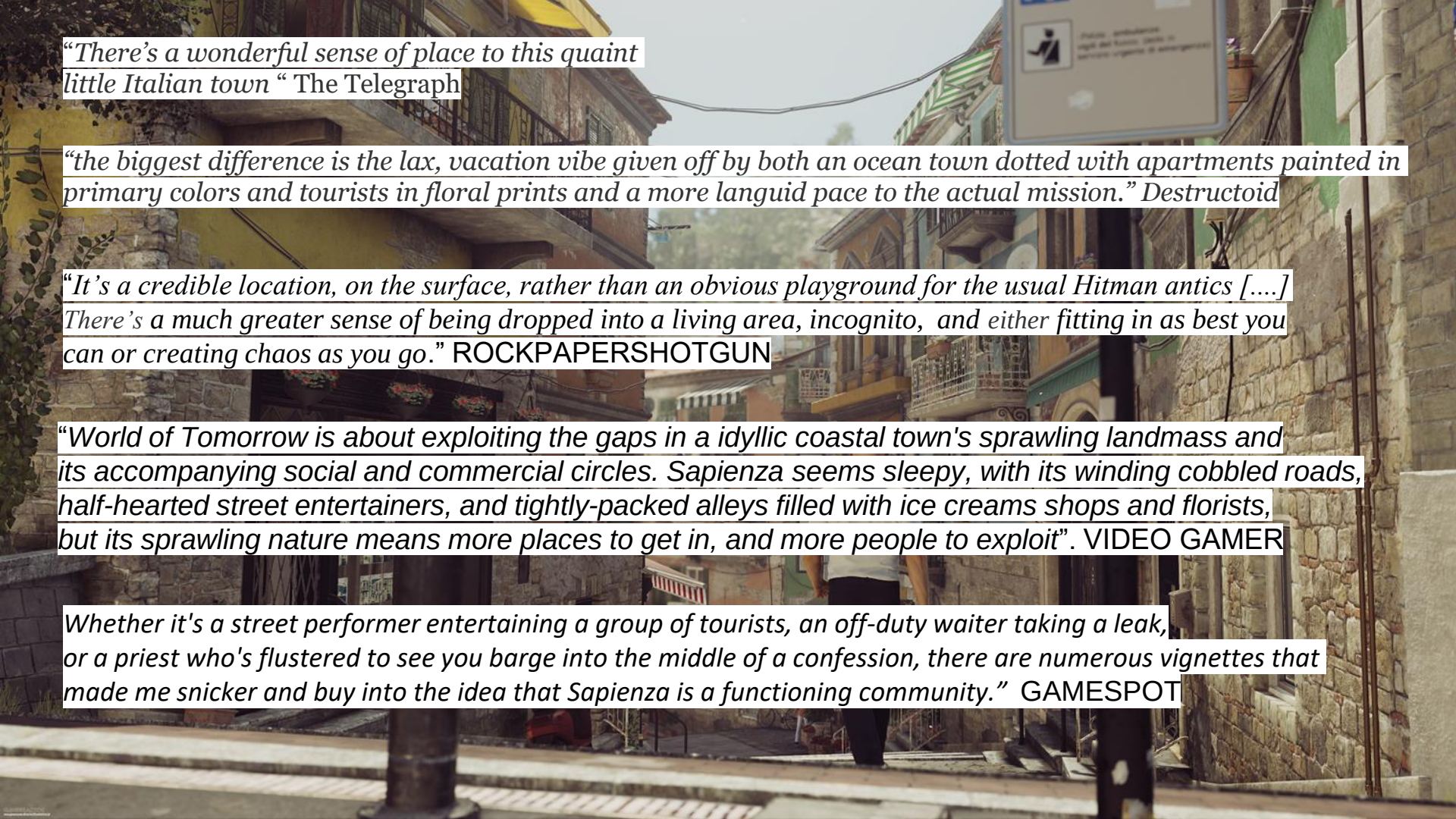
**81**

**Metascore**
Generally favorable reviews based on **21 Critics**

What's this?

**Summary:** The Season Finale for HITMAN Season One features a mission called "Situs Inversus" and is the culmination of everything players will have learnt in terms of both gameplay and story. The Hokkaido location is set within the grounds of the hyper-exclusive GAMA private hospital and resort. This... **Expand**

X Vault



“*There’s a wonderful sense of place to this quaint little Italian town* “ The Telegraph

*“the biggest difference is the lax, vacation vibe given off by both an ocean town dotted with apartments painted in primary colors and tourists in floral prints and a more languid pace to the actual mission.” Destructoid*

“*It’s a credible location, on the surface, rather than an obvious playground for the usual Hitman antics [....] There’s a much greater sense of being dropped into a living area, incognito, and either fitting in as best you can or creating chaos as you go*.” ROCKPAPERSHOTGUN

“*World of Tomorrow is about exploiting the gaps in a idyllic coastal town's sprawling landmass and its accompanying social and commercial circles. Sapienza seems sleepy, with its winding cobbled roads, half-hearted street entertainers, and tightly-packed alleys filled with ice creams shops and florists, but its sprawling nature means more places to get in, and more people to exploit*”. VIDEO GAMER

*Whether it's a street performer entertaining a group of tourists, an off-duty waiter taking a leak, or a priest who's flustered to see you barge into the middle of a confession, there are numerous vignettes that made me snicker and buy into the idea that Sapienza is a functioning community.”* GAMESPOT

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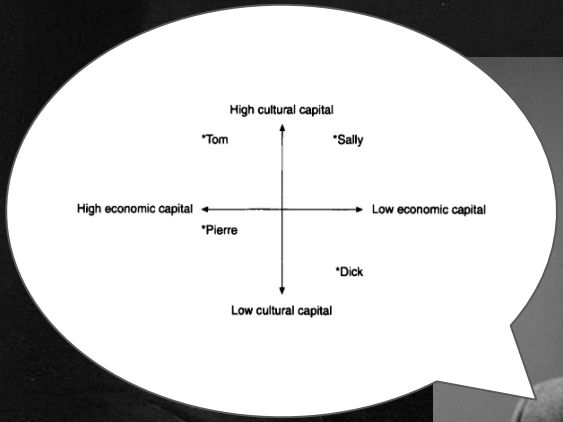
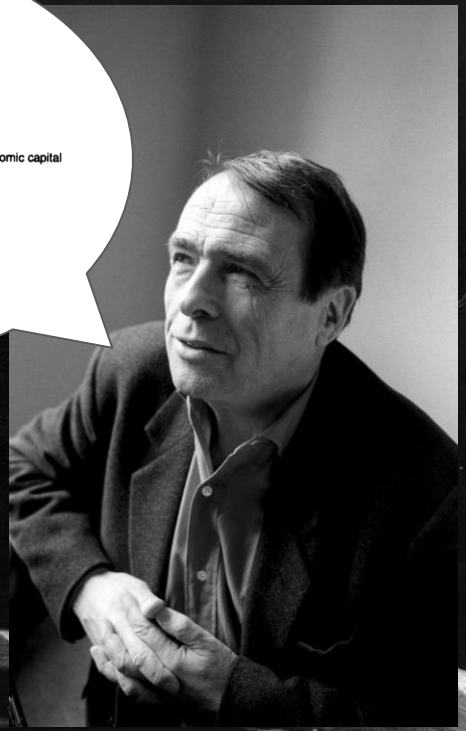
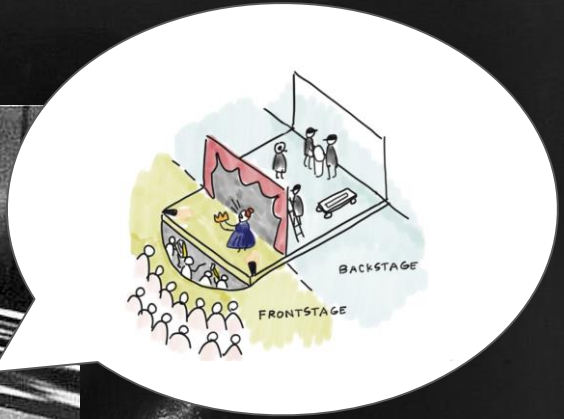
Believable
How do you design everyday life?
GELATERIA
CIOCCOLATA
CALDA
FARCITI






# Bourdieu

Social spaces

# Goffman

Frontstage/backstage

# Social spaces in Hitman

Public
Public Purpose
Public Rule

} Available from the start

Private
Private Professional
Private Personal

} Trespass : Requires a disguise

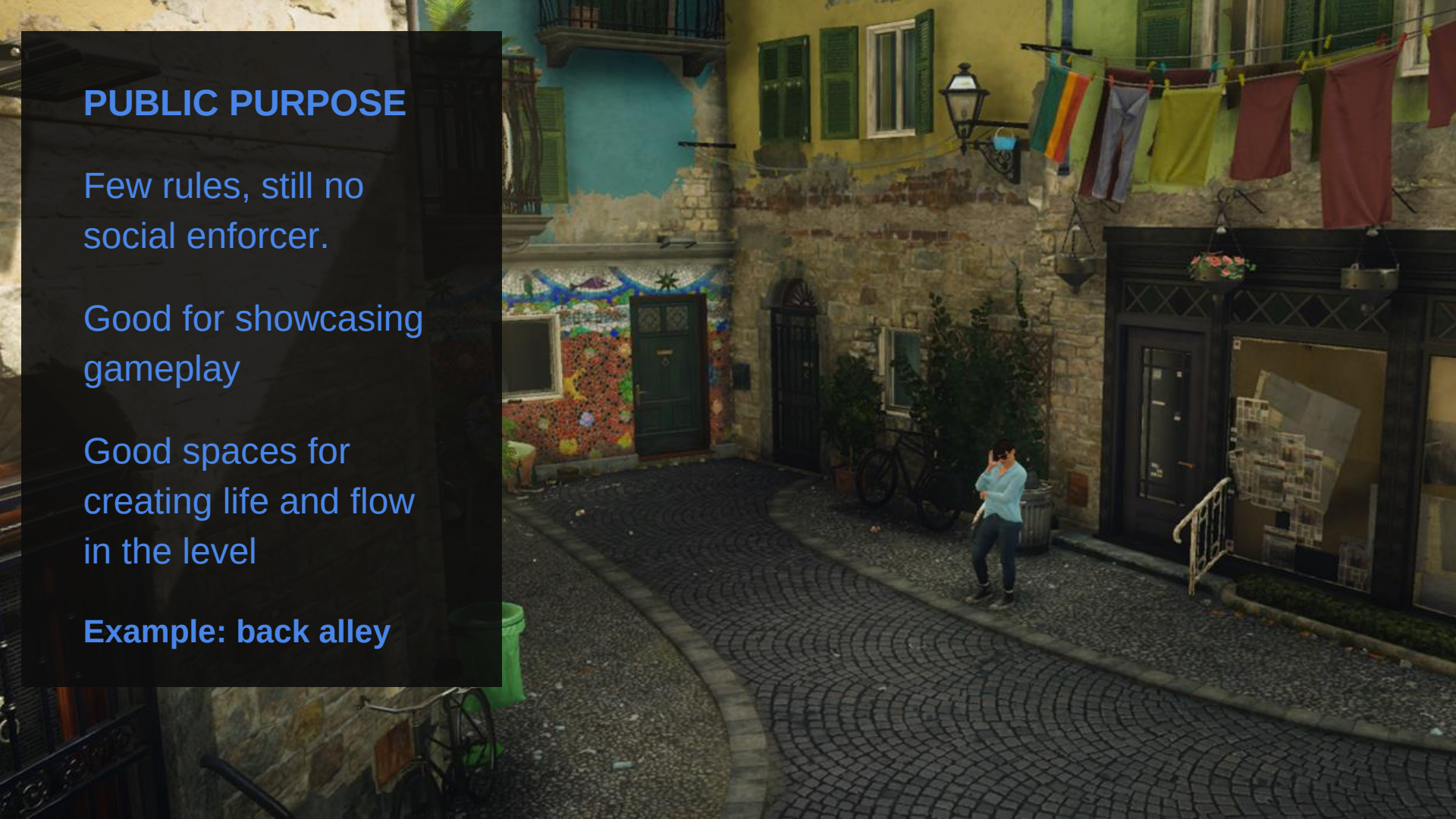
## PUBLIC

Very few and vague social rules.

No social enforcers.

Good spots to let the player breathe and get an overview

**Example: Town Square**



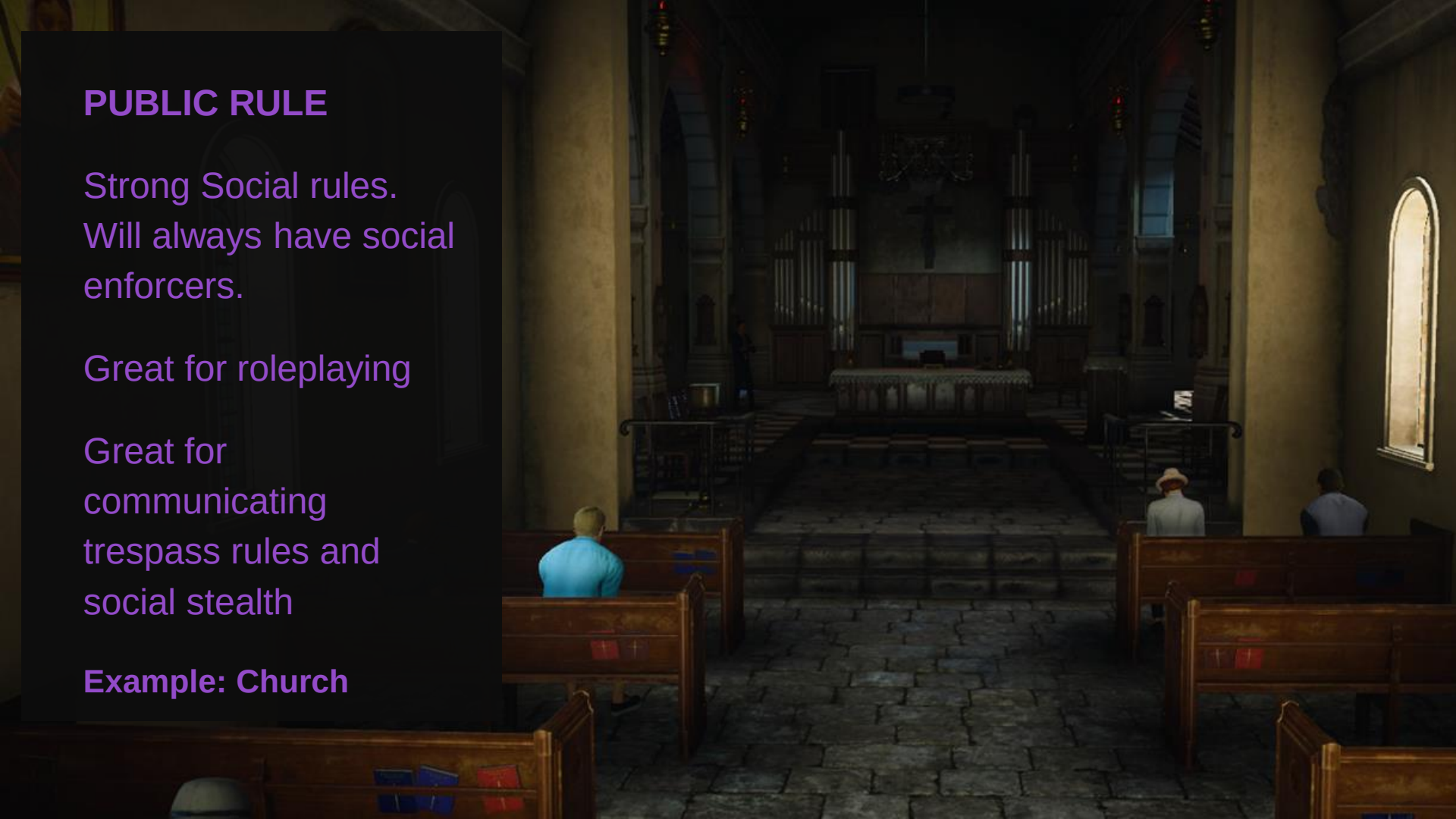
## PUBLIC PURPOSE

Few rules, still no social enforcer.

Good for showcasing gameplay

Good spaces for creating life and flow in the level

**Example: back alley**



## PUBLIC RULE

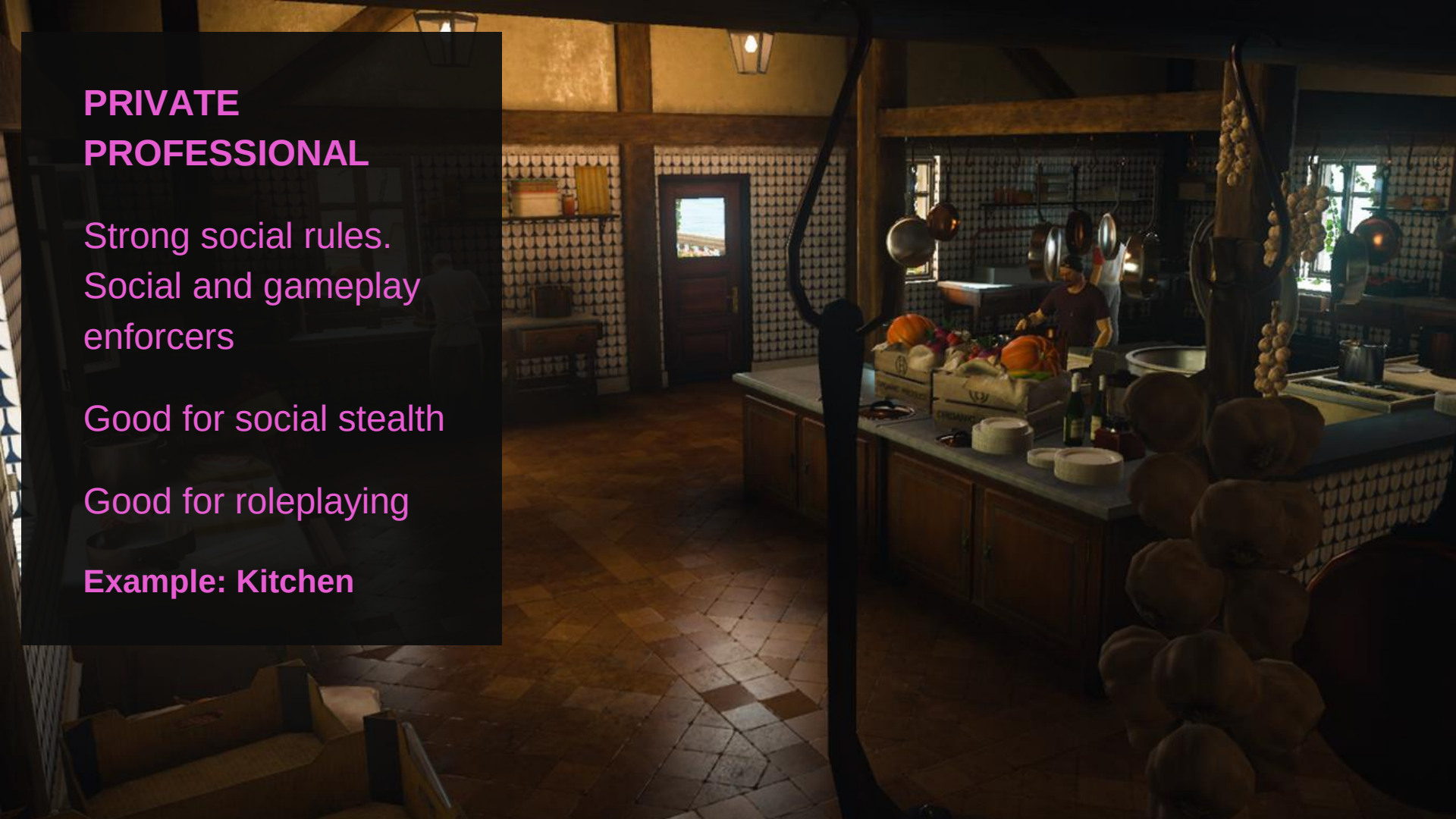
Strong Social rules. Will always have social enforcers.

Great for roleplaying

Great for communicating trespass rules and social stealth

**Example: Church**

PRIVATE
Vague social rules
Great for stealth
Good for “breathers” and safe spaces
Example: private alley



**PRIVATE PROFESSIONAL**

Strong social rules. Social and gameplay enforcers

Good for social stealth

Good for roleplaying

**Example: Kitchen**

## PRIVATE PERSONAL

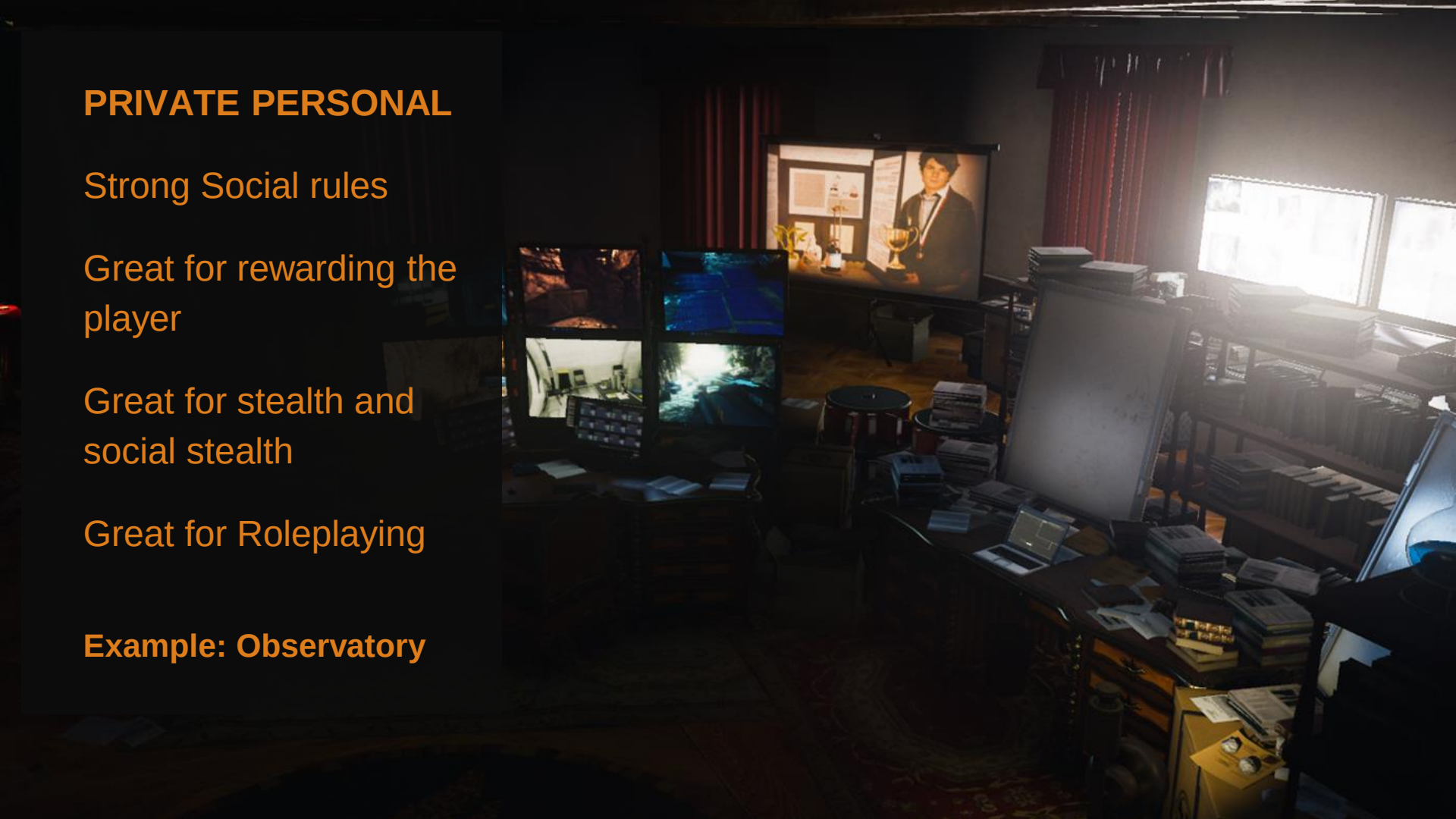
Strong Social rules

Great for rewarding the player

Great for stealth and social stealth

Great for Roleplaying

**Example: Observatory**



TownHall Square
Main street leading down
Beach Square

Road leaving Sapienza
Townhall Square Public Toilets
Sidewalk café space
Old Town Maze
Church Square
Church Square Public Toilets
Harbour
Beach
Walkway
Walkway Public Toilets
Promenade
Tiny Beach behind graveyard

Icecream shop Front
Butcher
Ceramic shop
Florist
Hairdresser
Church
Church Tower
Church Cellar
Graveyard

Mansion Area
Ruins
Appartments area
TownHall Area

Morgue
Church Staff Area
Graveyard Utility Huts
Mansion Kitchen
Sanguine Shop
Icecream shop Backstage
Ceramis shop Backstage
Lawyers Office

Observatory
Man cave
Silvios Room
Franchescas Room
Silvios Mothers Room
Silvios Mothers Grave
Hippies Apartment
Roccos Apartment

**The Story** ✓

The Launch

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**The Learnings**

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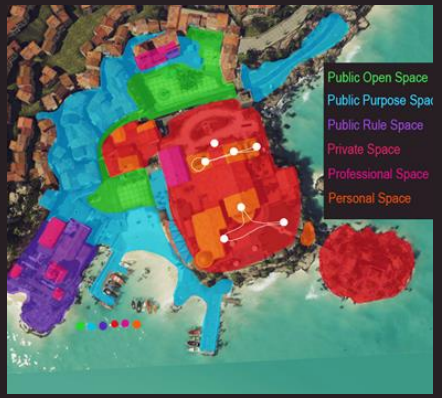
Hitman 2

Marrakesh

Bangkok

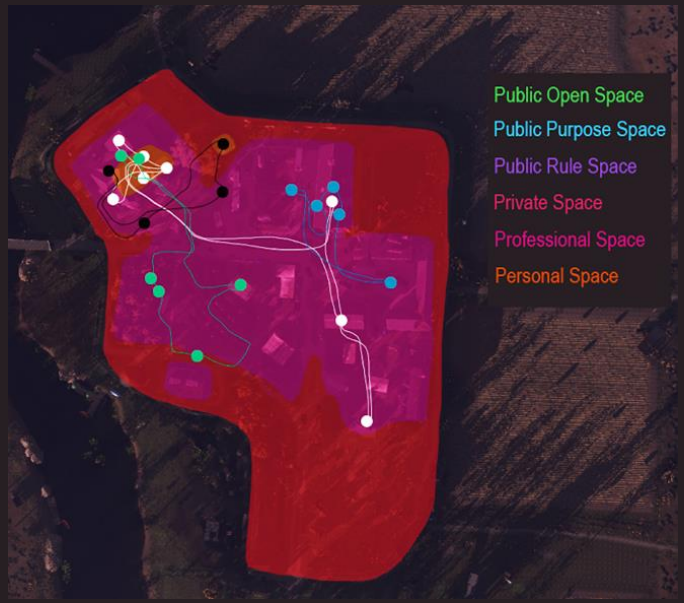
Sapienza



Colorado

Paris

Hokkaido


Public Open Space
Public Purpose Space
Public Rule Space
Private Space
Professional Space
Personal Space

Public Open Space
Public Purpose Space
Public Rule Space
Private Space
Professional Space
Personal Space

# Findings

- Public spaces are very useful and very important in general.
  They represent the initial agency of the player (no outfits, keys or tools)
- Public rule spaces are extremely powerful when wanting to play with expectation and role-playing
- Private Personal Spaces manifests the “Backstage” experience which is very empowering and rewarding to the player
- By using the whole palette, it is easier to create a level that feels varied, complex and believable.

# Objective

- Large and meaningful public spaces
- Public Rule Spaces that plays with player expectations
- Rewarding Personal Spaces that reveals details about the target
- Uses the whole “social space palette”

# MIAMI

Public Open Space

Public Purpose Space

Public Rule Space

Private Space

Professional Space

Personal Space

# MIAMI

- Large and meaningful public spaces

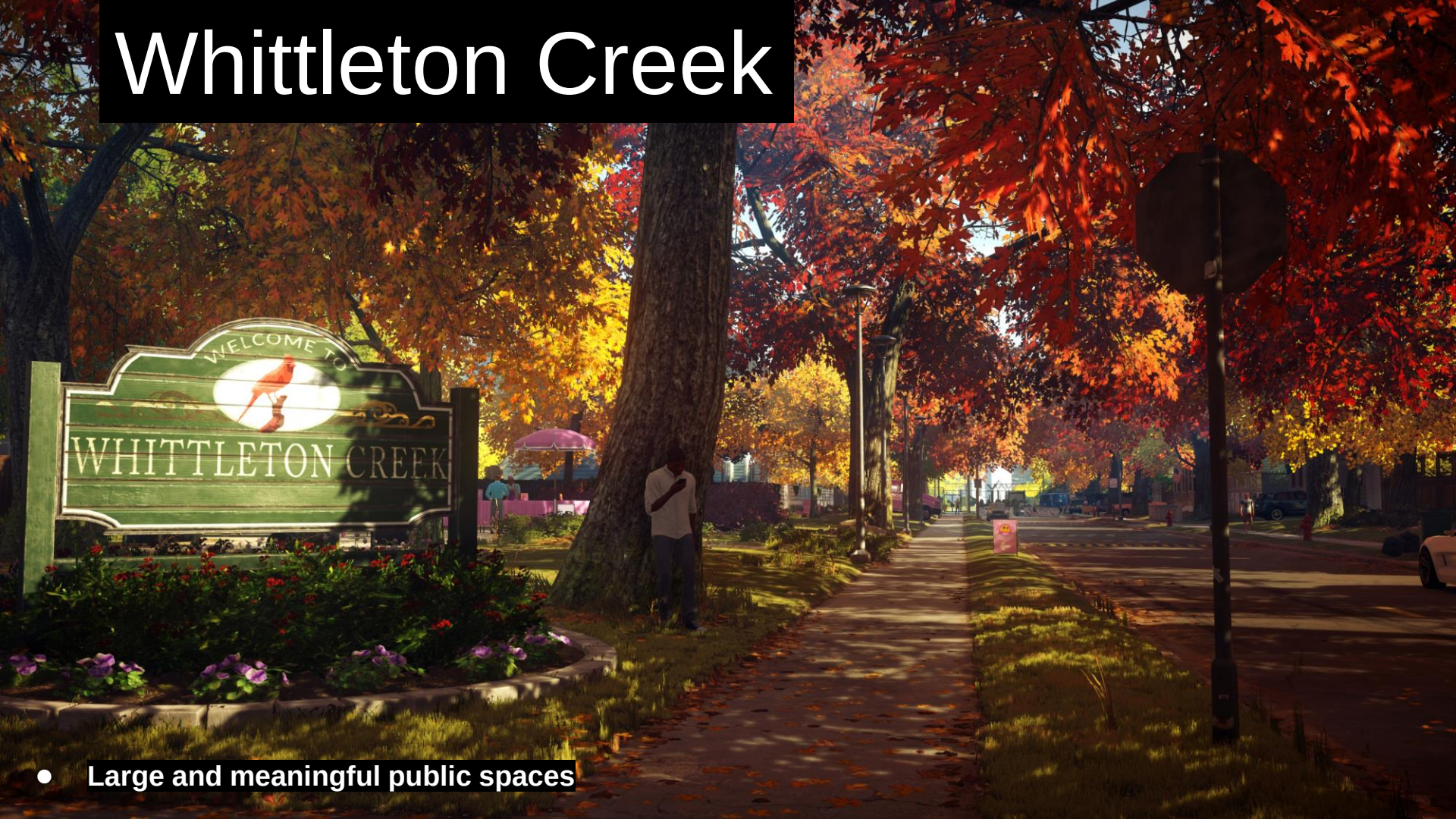
# MUMBAI

- **Large and meaningful public spaces**

# SANTA FORTUNA

- **Large and meaningful public spaces**

# Whittleton Creek




- **Large and meaningful public spaces**

# MIAMI

- Rule Spaces that plays with player expectations

# MUMBAI

- Rule Spaces that plays with player expectations

# SANTA FORTUNA

- Rule Spaces that plays with player expectations

# WHITTLETON CREEK

- Rule Spaces that plays with player expectations

# ISLE OF SGAIL

- Rule Spaces that plays with player expectations

# ISLE OF SGAIL

- Rewarding Personal Spaces that reveals details about the target

# SANTA FORTUNA

- Rewarding Personal Spaces that reveals details about the target

# MUMBAI

- Rewarding Personal Spaces that reveals details about the target

# MIAMI

- Rewarding Personal Spaces that reveals details about the target

Formalized Knowledge

Developed Terminology

- Fortress
- Dweller
- Roamer
- Snail house

Got us talking

# Thank you

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