How To Make Your Game Just Completely Hilarious: *The Stanley Parable*

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Funny Guy

GAME DEVELOPERS CONFERENCE®
MOSCONE CENTER · SAN FRANCISCO, CA
MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

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428

CHANGE IN REGARDS TO HOW COMEDY IS UTILISED, PRESENTED AND CREATED IN THE MEDIUM OF VIDEO GAMES!

William Pugh

- Made Stanley Parable

Article Talk Read Edit View history Search

Humour

From Wikipedia, the free encyclopedia

For other uses, see Humour (disambiguation).
"Hilarity" and "Hilarious" redirect here. For the U.S. Navy ship, see USS Hilarity (AM-241). For the stand-up special by Louis C.K., see Hilarious (film). For the Roman Catholic Pope Saint Hilarius, see Pope Hilarius.

Humour or **humor** (see spelling differences) is the tendency of particular cognitive experiences to provoke laughter and provide amusement. The term derives from the humoral medicine of the ancient Greeks, which taught that the balance of fluids in the human body, known as humours (Latin: *humor*, "body fluid"), controlled human health and emotion.

People of all ages and cultures respond to humour. Most people are able to experience humour—i.e., to be amused, to smile or laugh at something funny—and thus are considered to have a **sense of humour**. The hypothetical person lacking a sense of humour would likely find the behaviour induced by humour to be inexplicable, strange, or even irrational. Though ultimately decided by personal taste, the extent to which a person finds something humorous depends on a host of variables, including geographical location, culture, maturity, level of education, intelligence and context. For example, young children may favour slapstick such as Punch and Judy puppet shows or cartoons such as *Tom and Jerry*, whose purely physical nature makes it more accessible to them. By contrast, more sophisticated forms of humour such as satire require an understanding of its social meaning and context, and thus tend to appeal to more mature audiences.

Smiling can imply a sense of humour and a state of amusement, as in this painting of Falstaff by Eduard von Grützner.

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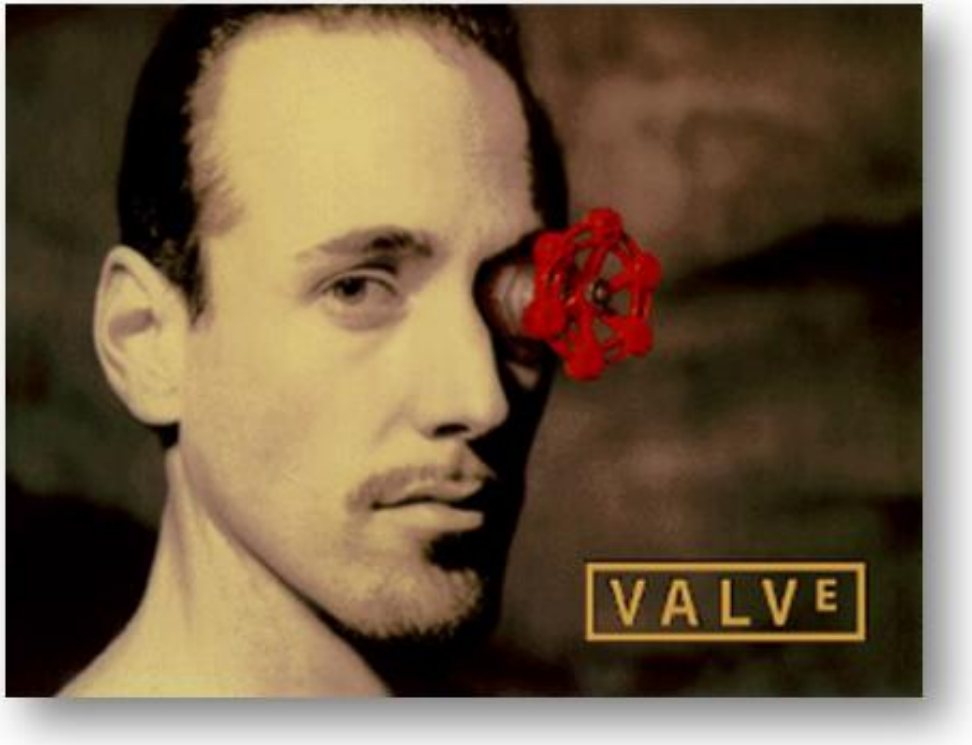

VALVE

ACT 1

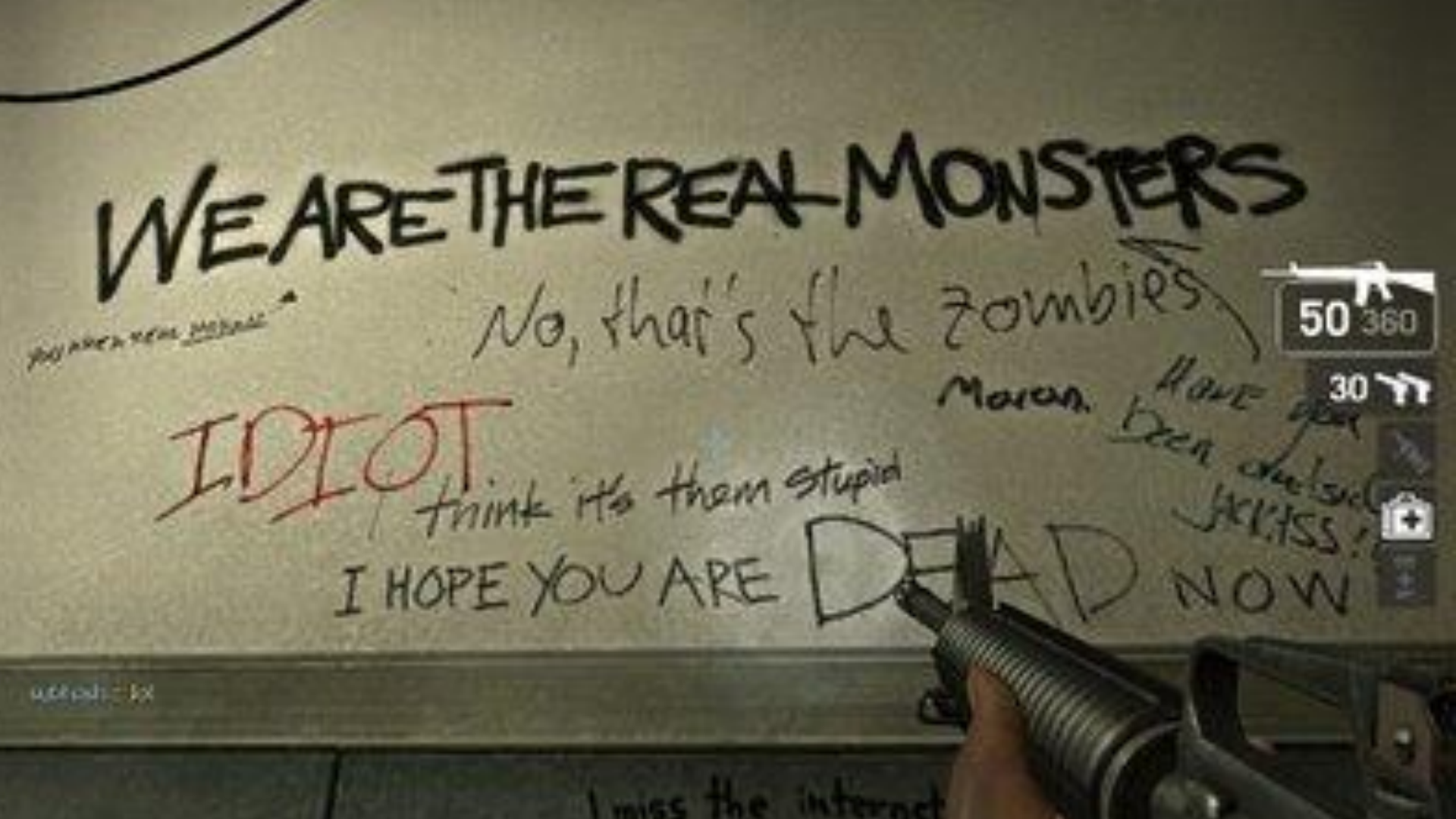
"Son, if you don't understand what your concept will look like once it's built - it lies outside of the conventions you hold. Therefore it will not only surprise yourself, but your peers too."

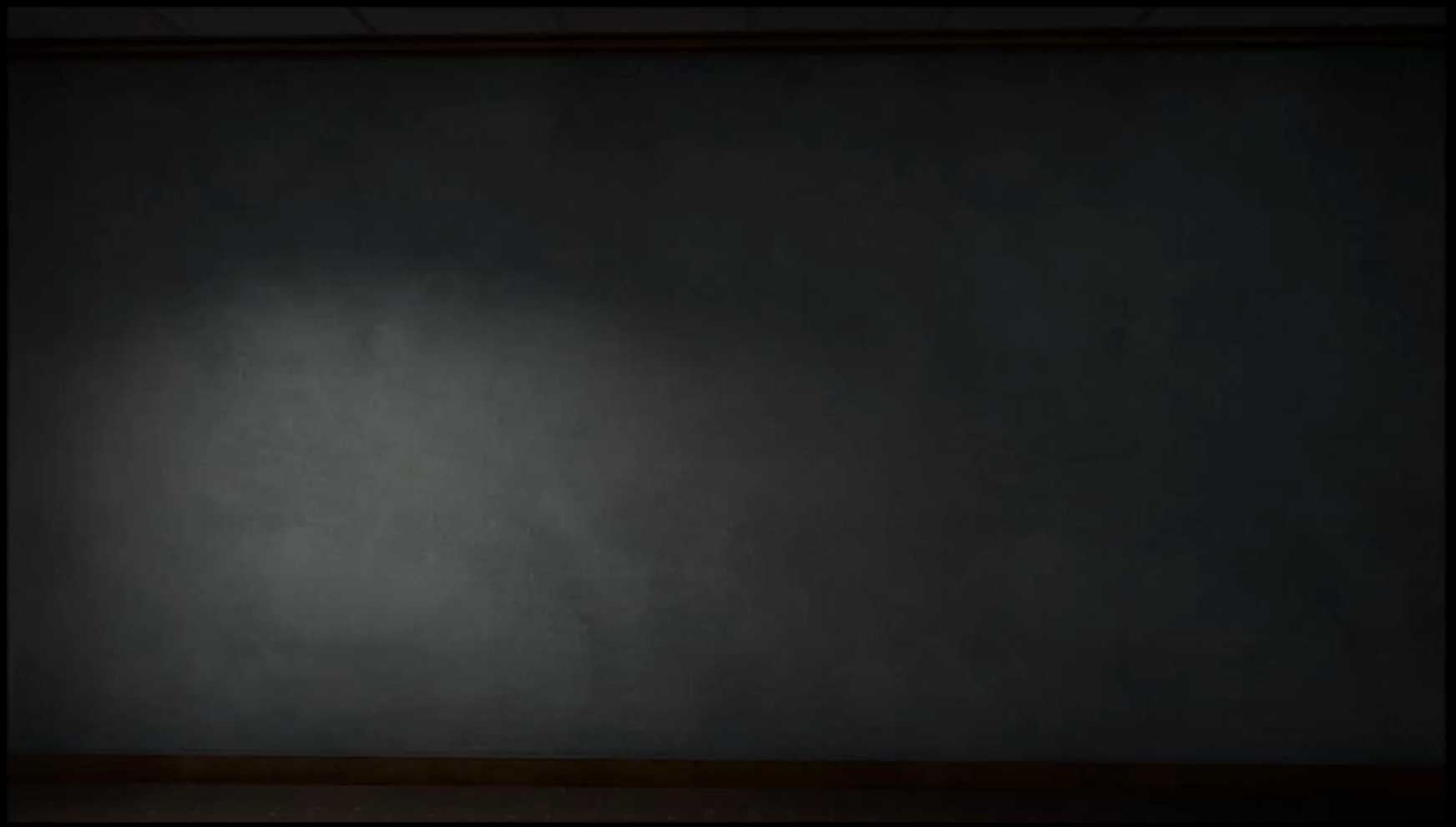
- Grandpa Erik Wolpaw

4 JOKES
by Erik Wolpaw

"Writing good jokes isn't good enough. Making a good comedy game is a design problem as much as it's a writing problem."

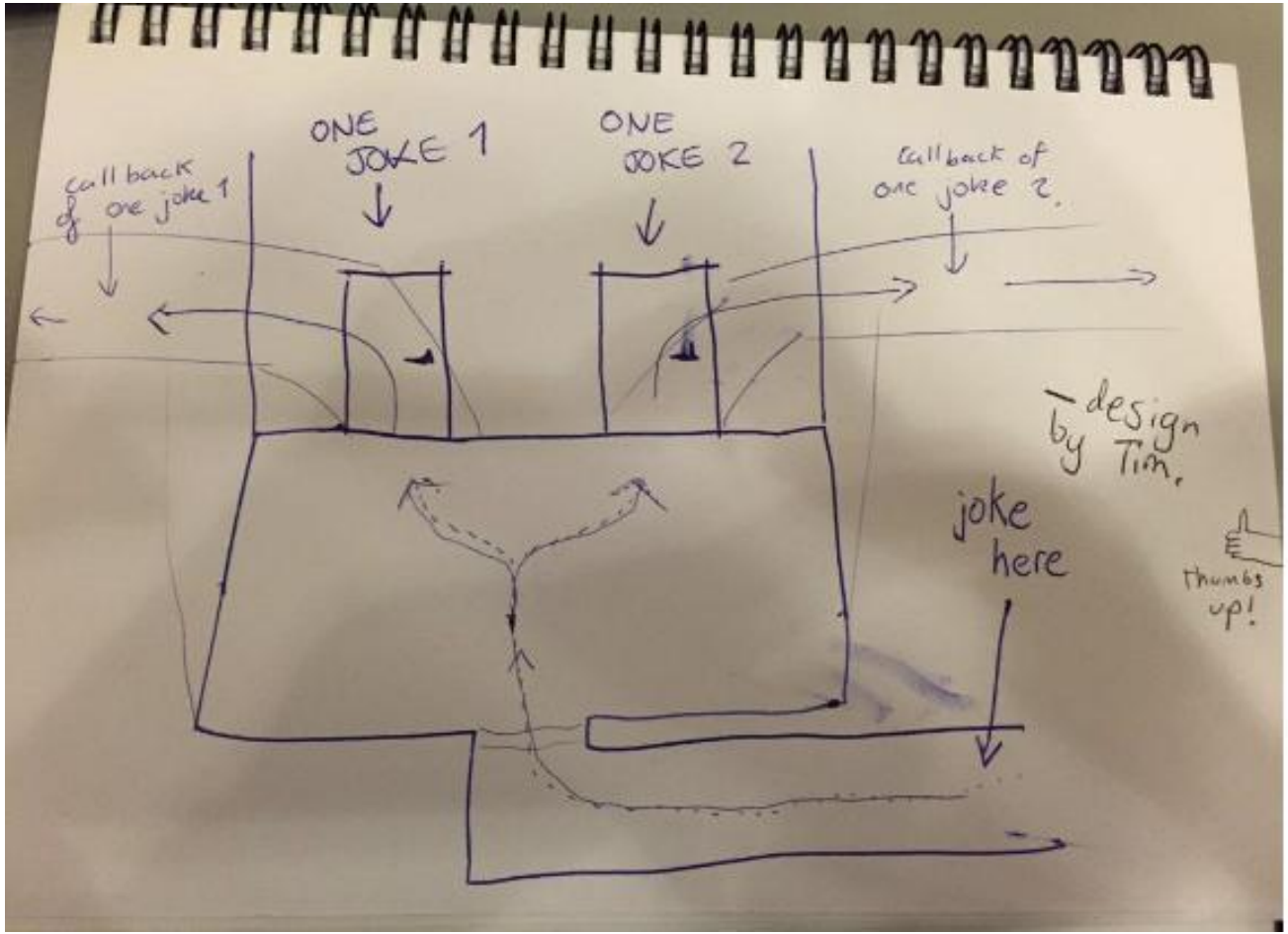
- Gabe


WE ARE THE REAL MONSTERS
No, that's the zombies
Moron.
IDIOT
think it's them stupid
I HOPE YOU ARE DEAD NOW
50 360
30



tim schafer's

JOKEARAMA


ONE JOKE 1
ONE JOKE 2
callback of one joke 1
callback of one joke 2.
– design by Tim.
joke here
thumbs up!

"The less you try to push players towards hidden jokes via obvious design decisions the less special it is for them to discover them."

- Tim "The Joke Hider" Schafer

Day of the Tentacle

END OF ACT 1

ACT 2

SOFTPEDIA

THE STANLEY PARABLE

BROOM
CLOSET

001
002
003

Thanks for listening to my talk.

- Follow me on twitter @HonestWilliam
- I don’t listen to GDC talk feedback.