

Decolonizing Play: A Critical Analysis of Procedural Rhetoric in Afro-Futurist Indie Games

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Abstract

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Keywords

Afro-futurism, Procedural Rhetoric, Indie Games, Decolonization, BIPOC Game Studies, Game Design

Introduction: General Formatting Requirements

The first line of this introduction is not indented, as per the conference guidelines. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Paragraphs in this section are typically three to eight sentences long to ensure readability in the final 6x9 inch book format.

Subsequent paragraphs, such as this one, are indented to distinguish them from the initial section line. As seen in *World of Warcraft* (Blizzard Entertainment 2004), cultural narratives are often embedded in the environment. Research by Grace (2021) argues that these environments must be analyzed through a lens of inclusivity. Authors are reminded to follow this template closely, as the publication process is somewhat automated after the review period.

Methods and Materials

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Case Study Selection Criteria

The subsection heading above uses the Level 2 format: 12-point Arial bold in Title Case. The study focuses on three specific titles developed by BIPOC creators. During the methodology phase, it was explicitly stated that fieldwork was conducted in Salvador, Brazil, to provide necessary cultural context for the readers.

Participant demographic analysis

Level 3 headings use 12-point Arial italic with sentence-case capitalization. No more than three levels of headings are utilized in this document. For currency calculations during the study, all local values were converted to USD to maintain unambiguous localization. Generally, the template requires:

- **Page Size:** Single column layout.
- **Body Text:** 12-point Calibri font. If Calibri is unavailable, use Open Sans or Helvetica 12-point.
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Submission Format: All articles must be submitted as a PDF file. PDF's can be exported from Microsoft word or Google Docs. IT may be easier

to write the paper and then copy and past the text, using the match format or text only shortcuts.

Methods and Materials

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Results

The results of the procedural analysis indicate a high correlation between narrative stakes and player retention. The data collected is summarized in the table below. Figures and tables are positioned at the top or bottom of the page near the relevant text. Images used should be the highest resolution available and not exceed a width of 14 cm (5.6 in.).

Category	Frequency	Impact Score
Narrative	45	8.2
Mechanics	32	7.4
Aesthetics	55	9.1

Table 1: This is a sample table caption centered below the table in Calibri 10-point bold

While color figures are permitted, this paper is designed to stand on its own for readers who may only have access to black-and-white versions.

Discussion and Conclusion

The findings suggest that procedural rhetoric is not a neutral tool. As stated in previous research (Author last names Year), the implementation of mechanics often carries the unconscious biases of the developer. If a source has more than two authors, the citation format changes to (FirstAuthor et al. Year).

In conclusion, this paper has demonstrated the necessity of cultural specificity in game studies. Future researchers should continue to explain "insider" comments and define technical terms on their first use to remain accessible to an international audience. By adhering to these standards, the work provides a unique contribution to the field of BIPOC game studies

References

- **Blizzard Entertainment. 2004.** *World of Warcraft*. Online Game. Blizzard Entertainment.
- **Developer/designer. Year.** *Title*. Platform, Version. Release City, State, Country: Publisher.
- **Grace. 2021.** *Black Game Studies*. Carnegie Mellon University ETC Press / Play Story Press