

In Bloom

By Chris Suellentrop

1 I recently decided to spend more than \$400 because I wanted to play a \$10 game. I bought a PlayStation®3 so that I could download Flower, a marvel of a game that casts the player as a series of petals floating in the wind.



2 What's remarkable about Flower is the sensation it creates, from start to finish: simple, almost indescribable joy. Kellee Santiago, the president and co-founder of Thatgamecompany (TGC), the game's publisher, says in an accompanying behind-the-scenes video that Flower is "the video game version of a poem" and that its purpose is to create "an emotion" in those who play it. Flower, which at least for now is exclusively for sale on the PlayStation Network of downloadable games, is not unique in that ability — other games successfully create fear, or nervousness, or exhilaration (or controller-hurling anger) — but it is the only game I've played that made me feel relaxed, peaceful, and happy. What's the point of it? Only that. Which is plenty.

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6 Not everything in the game works. The musical score is less effective — and less affecting — than the game-play, and sometimes the imagery goes too far into rainbows and doves and other decorative elements you might find on the walls of a sixth-grade girl's bedroom. (Thankfully, there are no unicorns.)

7 But it is hard to be cynical about the game's small flaws. Overall, Flower is a delight. The PlayStation®3's motion-sensitive controller adds to the game's airy quality. Flower asks those who play it to turn the controller elegantly through space, rather than forcefully thumb around joysticks and mash buttons. What the game asks the player to do physically complements what it wants the player to experience emotionally. This isn't a game that's willing to relinquish control to the all-important you. Flower demands that you relinquish control to the game and its designers, and it's all the better for asking its players to surrender themselves to it.

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- 1p 8 Welk woord uit alinea 1 geeft al duidelijk aan wat het oordeel van de schrijver is over dit spel?
Citeer dit woord.

De volgende drie alinea's stonden oorspronkelijk tussen alinea's 2 en 6, maar zijn uit de tekst weggehaald (zie stippelijntjes in de tekst).

- a After a few hours of play, the petals have painted a new city, with pink trees and white buildings and brightly colored graffiti, awnings, and birds. There's a floating, trippy quality that's entrancing. And then, after a credit sequence that is unlocked through game-play, it's over. Can you play it again? Of course. Is it still fun? Yes. Is this a game worth playing over and over and over? Probably not. But that's why it's \$10.
- b Flower is set in an asphalt city, inside a room where all that can be heard is the rush of the traffic outside. In this grim landscape, the blur of car lights on the road seems to be the only man-made creation that doesn't come from a palette of grays. Sitting on a table in the room is a splash of color: a yellow flower. The instructions are simple: "Tilt the controller to soar; press any button to blow wind; relax, enjoy." So you do.
- c Inside the plant – at least, I think that's where I ended up – a single petal emerges to drift in the breeze, gathering other petals to follow it as the wind blows across a row of flowers, reds and yellows and purples and blues. The petals turn with each tilt of the controller, and the wind gusts, moving the petals forward, with the pressing of any button. As the petals dance across the screen, patches of brown grass turn green. This, or something like it, repeats itself as one flower after another appears on the table in the gray city.

- 1p 9 In welke volgorde stonden bovenstaande alinea's in de tekst?
Zet de letters in de juiste volgorde.

- 2p 10 Geef van de volgende elementen aan of de schrijver deze als een sterk punt van het spel Flower noemt in alinea's 2, 6 en 7.
Noteer 'wel' of 'niet' achter elk nummer op het antwoordblad.
- 1 de beelden
 - 2 de gevoelens die het spelen ervan oproept
 - 3 de manier waarop je de bediening moet hanteren
 - 4 de muziek

Bronvermelding

Een opsomming van de in dit examen gebruikte bronnen, zoals teksten en afbeeldingen, is te vinden in het bij dit examen behorende correctievoorschrift, dat na afloop van het examen wordt gepubliceerd.