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About This Series

Let's Play! uncovers the dynamic and iconic European indie video game scene, and surprises you with some really unusual games! Discover the art of making indie video games.

EP1 : New Playgrounds (8'09")

With its blockbusters that generate billions of dollars, the games industry of today earns more money than cinema. But the video game is far from being just a cash machine. Artisan game designers, keen to offer unexpected experiences that transport us, are continually seeking ways to escape the same old marketing formulas. On consoles, PCs and smartphones, or at festivals, the indie video game has made Europe its new playing field.

EP2 : Change the Rules (8'51")

The indie game is also a committed game. For the past ten years, the collective, Molle Industria, has been thought of as the precursor of a movement that makes the video game an interactive tool with which to denounce the consumerist society, male chauvinism and offshoots of religion. Other designers have followed this path: they offer moral choices to players and push them to think about their actions, rather than just hammering out slogans. But while the committed game has had success in terms of esteem, and sometime commercial success, it is still very difficult to measure the extent of its influence in society.

EP3 : Free Experimentation (7'40")

How far can a video game go? An experimental artistic vision blurs the frontiers between player and spectator and brings to the video game experiences that are immersive, explosive, contemplative and radical.

EP4 : Beyond the Screen (7'21")

Creative freedom goes beyond software. It includes reinventing the joystick the keyboard, the mouse, and creating new game interfaces with everyday objects. With this return to the physical game, the player comes out of the screen and rediscovers his neighbor.

EP5 : Co-creations (7'32")

By getting together in collectives or taking part occasionally in game jams, exercises in creating games in a limited time, the indies are federating. In Europe, there are more and more developers who want to work together, and the creative centers are increasing in number.

Title: Let's Play
Production:
Darjeeling Productions
Distributor:
Devolver Digital Films
Release Date: 15 Apr, 2015
Country: France
Video Resolution: 1080p
Aspect Ratio: 16:9
Audio: Stereo
Seasons: 1
Episodes: 5

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

Memory: 1 GB RAM

Network: Broadband Internet connection

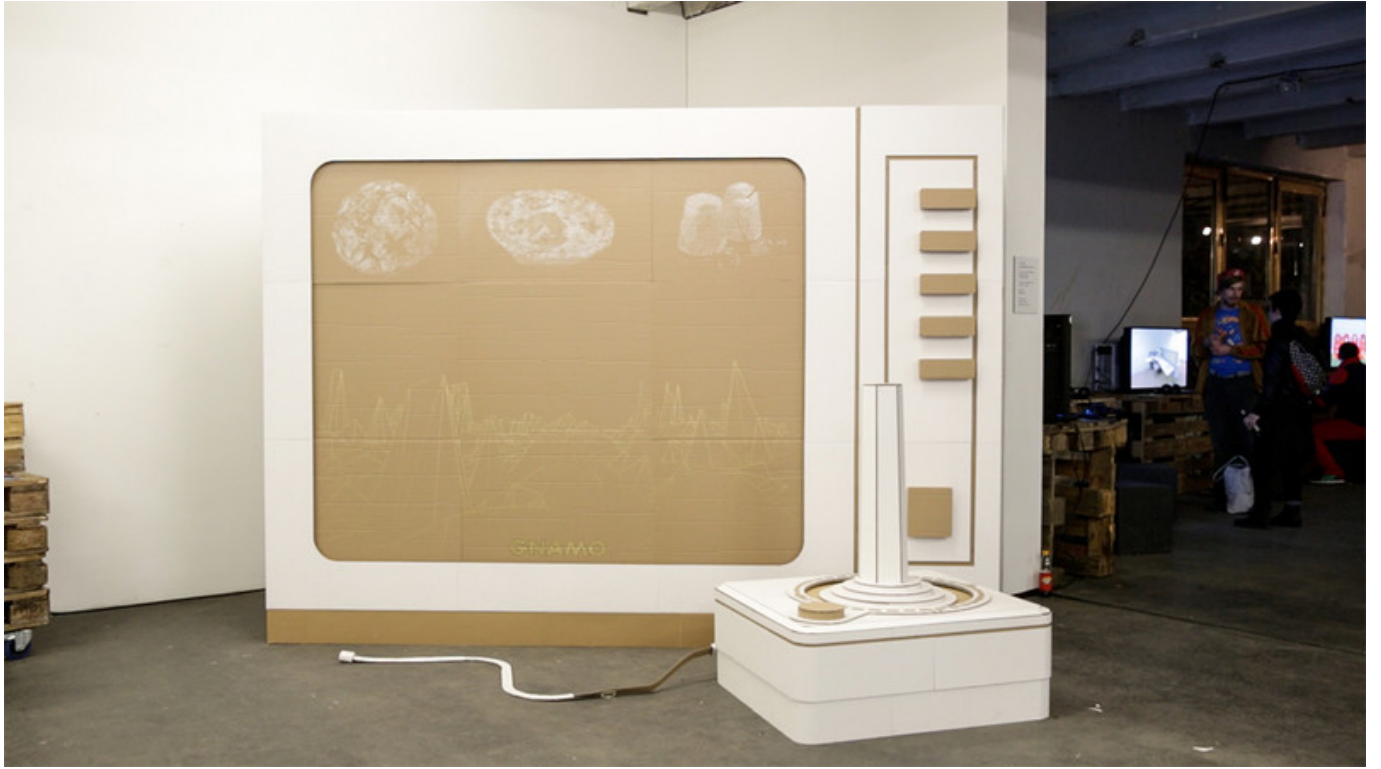
Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English,French







I would have given this neutral but since it's not option, I give it a recommendation with caution. Not sure if this is worth the full price, if you're interested in it, maybe rent it like I did when it's on sale.

Episodes are short and have somewhat interesting topics even though I'm not agreeing with all the opinions presented. It makes it harder to understand what they want to say when the subtitles are in only in the French parts because English is not my first language and neither is the first language of some of the people in the documentary. Subtitles are also not working properly in some points in episode 1 and 2, at least for me.

Because of the shortness it feels this just brushed on some of the topics which might have benefitted from deeper exploration.. I wish they would have given more content to explore their ideas upon. The videos are very short lived you feel like your only seeing a long extended intro on each episode. The subject is very interesting they just don't have enough time in the videos to deliver an experience or something to take away from.. Personally, I didn't find anything of interest in these short films. Wouldn't recommend buying/renting those 8 minute shorts.. A not-particularly-insightful bunch of shorts, which mostly appear aimed at introducing the idea of "indie" and/or "experimental" games to newcomers. And given that it all sort of...starts in the middle, so to speak, I'm not sure how much value it has for even THOSE people (i.e. some pre-existing knowledge might be required to make sense of it all).

Indie Game: The Movie can breathe a small sigh of relief...there's certainly no competition to be found here. A recommendation only for those who, like myself, find it quite impossible to be completely disinterested in any semi-earnest attempt to analyse the current state (and future potential) of video gaming.

Verdict: 5/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

<http://store.steampowered.com/curator/9284586-ReviewsJustfortheHELLofit/>

<http://store.steampowered.com/curator/10868048-Truly-Horrible-Horror-Games/?appid=398210>

[Cheers!\). Waste of time.](#)

[There is nothing informative at all in these short \(< 10 min\) videos.](#)

[No mention of Linux anywhere either.](#)

[What was the point of this?. Great mini documentary. Covers different topics than other documentaries on indie games have which is interesting.](#)

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