Funny Games: 
A Definition for and Study of Comic Video Games

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ABSTRACT

• Comic Games are those whose primary and prolonged purpose are to evoke laughter from the user.
• The Comic Game’s intent is not to innovate but to use accepted standards as vehicles to carry comedy.

“There are very few people anywhere who take comedy seriously”
- Orson Welles

PARODIC

Figure 1: ToeJam & Earl parodies 1990s culture with panache.

Figure 2: A parody within a parody.

Figure 3: Rare mocks the 3D Platforming genre it helped to define.

SURREALISTIC

Figure 4: Surreal imagery provoking laughter.

INTERACTIVE

Figure 5: Both games feature wacky control schemes.

Figure 6: Comic Games through the years.