



PROTEUS

GAME REVIEW

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Proteus

Production:

Ed Key & David Kanaga

Platform:

Windows, Mac



“THERE’S NOTHING to do here!” This might be your reaction right after downloading *Proteus*. It is making headlines in the indie community after receiving awards at Indiecade and Independent Games Festival. Or you might actually find yourself staring at the stars, surrounded by the peaceful digital sounds of a multi-coloured island. Isn’t this “something to do”, after all? *Proteus* is an uncompromising “game”, with no clear goals, enemies, or point systems; rather, it’s pure exploration of different small islands.

Stripped of every narrative aspect, *Proteus* focuses on graphical style and a detailed, responsive sound design. Its designers apparently paired irrelevant elements with swooshes of synths and crackling of beeps. This responsiveness shows the game’s best side, which has to be matched an aseptic control scheme. Perhaps the control system is too close to standard first person games for such a peculiar experience. ●

www.visitproteus.com

FACT or FICTION?

Are we still growing taller?

«» For the last 150 years, the human species has been getting taller. In Western nations, people are around 10 cms taller (nearly 4 inches). Better public health and diets during childhood have fuelled the rise. Women preferring taller men who then have taller offspring could also have pushed the increase.

Unfortunately, this won’t last forever. There are physical limits. People above 188cm (6ft 2in) are more likely to suffer back problems. Above 203cm (6ft 8in), the heart finds it difficult to pump blood and heart problems increase.

The left brain is logical the right side is creative

«» In the 1960s, psychologists Roger Sperry and Michael Gazzaniga performed experiments on patients who had the connections between the left and right side of the brain cut as an extreme treatment for epilepsy. They stimulated each side of the brain separately and asked patients to draw, arrange blocks, talk about their emotions, and so on. These simple experiments proved insightful but misguided.

From their experiments they concluded that the left hemisphere was logical, rational, and good with numbers (the sci-

entist), the right hemisphere was creative, imaginative, and took in the big picture (the artist). This overly simplistic reasoning is drowning out the real beauty of our brain. The real deal is a lot more complex.

Take speech. Classically, the left side of the brain is meant to handle it all. Right-handed people do mostly use the left side, but left-handed people tend to use the right side. Imaging studies of brains show that the brain lights up like a firefly using multiple areas for speech. Most complex actions need multiple brain areas.

