

THERAPEUTIC BENEFITS OF OFFICE RAGE

“The Joy of Destroying A Lot of Shit!”

By Xavier

All it takes is that little something.

An annoying coworker talking incessantly on the phone.

Your boss pushing more pointless paperwork on top of your workload.

The fax machine deciding to break just when you need it.

And that’s what pushes you over the edge. Your anger fuels your strength as you begin to destroy everything around you. These things matter little next to the furious power coursing through your body!

There is nothing to prevent you from tearing down the entire office now in these few moments, before security arrives. You know that your career here is over in any case, so you decide to break as much as you can. And besides, the destructive joy is overwhelmingly delicious!

Over-the-top destruction fueled by primal rage in a modern-day office. If you think this doesn’t happen in real life, think again. Just YouTube “office rage” and you will see crazy and hilarious footage of office workers going postal. These modern-day berserkers become icons of sorts for YouTube fans, as they act against these sources of frustration in the most caveman-like fashion.

Red Stapler Productions takes inspiration from these videos and their heroes, aiming to recreate this experience for the player in their new game Office Rage. Red Stapler Productions is one of the development teams of DADIU (Danske Akademi for Digital Interaktiv Underholdning), a university program aimed at assembling teams of students from across many disciplines and encouraging them to create innovative games.

Through Office Rage, the developers want the player to feel “the joy of destroying a lot of shit,” as Game Director Petter Madegård puts it. He also says that when the team “talked about what kind of office it is that you are going to destroy, [they] found out that the most fun things to destroy is expensive stuff.” So, they decided to set the game somewhere in Scandinavia, with its expensive equipment just begging to be demolished.

Madegård explains the game’s action: “we have three levels of rage. And each level gives you more and more strength.” Game Producer Charlotte Majlund

Madsen continues by explaining that “for each level you can pick up heavier objects and throw more things.”

Office Rage comes full circle in the end, as when your time is up, you’re shown a YouTube mock-up screen. Madegård cites the game’s initial inspiration, saying that it’s “a reference to the YouTube videos of people going amuck.” This screen shows you how much damage you dealt during your period of vengeful retribution.

Office Rage looks to be an interesting play on this very real phenomenon, almost parodying itself in including this YouTube mock page at the end. And for those of us who wish to release our inner cavemen and cavewomen, Office Rage lets us vent our anger and frustration, thereby providing therapeutic relief. Let the healing begin!