



LittleBigPlanet – Connected consoles allow bedroom gamers to create

Video transcript: clip from *Games Britannia*, Episode 3, first broadcast on BBC Four on 21 Dec 2009

BENJAMIN WOOLLEY:

Today, we're all living in a global village.

Part of a rich, diverse, human family, struggling to get on with one another and prone to the occasional outburst of violence. And this is a vision of the village's virtual playground: Little Big Planet.

VOICE FROM GAME:

'On Little Big planet, you're a little sack person. '

BENJAMIN WOOLLEY:

Dubbed the Facebook of video games, it promises to provide a place where people from across the globe can meet and play together in new ways.

Launched in 2008, it looks like a cuddly version of Manic Miner. A platform game in which the player runs and jumps across a childlike landscape of building blocks and poster paint.

But beneath the surface layer of smothering cuteness lies a technological marvel. A powerful, elegant, game construction set that allows players not just to play the game, but to create new ones, which they can publish across the internet. Thus helping to build a bigger, better, Little Big Planet.

The game's a world away from the mean streets of Grand Theft Auto, but just as ground-breaking, so I've come to Brighton to find out more from its creators.

So what inspired the idea of Little Big Planet? Where did the idea come from?

MARK HEALEY:

A huge inspiration for me was my early experience with home computers when they first came onto the market, kind of in the '80s.

I was personally more interested in creating things, and home computers then used to come with little manuals that taught you how to programme and that feeling that you got from actually creating something and showing it to other people was really an empowering kind of thing.

That was kind of the seed of Little Big Planet, I think.