“I Spy With My Little Eye” Game Description

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“I Spy With My Little Eye” is a classic childrens game involving inference and deduction. It is often used to entertain children while waiting in offices, or on long car rides as it has the potential to provide entertainment and fun to all involved while requiring no setup or tools. Typically the game involves one person who thinks of an object, we will call this person Player A, and one or more people who attempt to guess what object Player A has thought of, we will call this person the guesser.

To begin the game Player A chooses an object that can be seen by all the players. Once Player A has chosen an object he or she signals the beginning of the game by saying “I spy with my little eye something ______” providing a clue to what object they have chosen in the blank space. Once Player A has given their initial clue it becomes the job of the guesser to determine what object Player A is thinking of. In addition to the initial clue provided by Player A, the guesser is allowed to ask yes or no questions that Player A is then required to answer.

The game continues with the guesser asking questions until they feel they can positively deduce what object Player A had been thinking of. Once the guesser guesses the correct object the round is considered to be over and the guesser has won. However, in the event that the guesser is unable to guess the object after twenty additional yes or no questions, or the guesser has incorrectly guessed the object more than three times the round is considered to be over and Player A has won. Players are awarded one point for each round won and as many rounds can be played at a time as desired.

If “I Spy With My Little Eye” were to be turned into a computer game the computer could be programmed to play either Player A or the guesser. However, I believe it would be more enjoyable for the human player if the computer was the guesser. If this were the case the game could likely start
with the human, Player A, inputting some basic information about their current location. For example, Player A could choose from a dropdown menu a variety of details about their location such as which state they were in, if they were in a house, apartment or dormroom, and what function the room they were currently in generally served. From this information the computer would have a set of objects that are generally found or seen in whatever type of location the player inputted.

Once the player inputs this basic locational data they would then be able to fill in the sentence “I spy with my little eye something ______.” with a clue about which object they had chosen. From here the computer would either make a guess about what object it is or prompt the human player to answer yes or no questions. If after twenty questions, or three incorrect guesses, the computer is unable to correctly deduce which object the human player was thinking of the human would win that round. If the computer correctly guessed the object before running out of the alloted questions or guesses the computer would win the round. After completing the round the human player could choose whether or not to continue playing. If the player decided to keep playing any points earned in following rounds would be added to the already accumulated scores.