What is a game?

- why ask this question?

What is a GOOD Game?

- need to know that in order to make them

DESIGN LATER

RAIA: reading comments easy to critique/hard to create

"Common sense"

DICTIONARY

1. An amusement or pastime
2. The material or equipment used in playing games (circular)
3. A competitive activity involving chance or skill or endurance
   on the part of two or more persons
   who play according to a set of rules
   usually for their own amusement or that of spectators

MIKE'S DEFINITION

"GAME = something you do even though you don't have to"

leads to?

Why do you do it?

= something that makes you do things that you don't have to

Discussion: WINNING

Cool trick -

how do I get someone to do something they don't have to

how do I get someone to want to do something

this is the essence of game design!
GAMES vs. Fun
not everything fun is a game?
talking to friends
going to the movies
skiing

What is fun - like, enjoy, want to do
What is a game - a type of structure (formal system)
designed to 1) be fun
2) or at least get you to do something

not all fun is from games
not all games are fun

DR. Suess: Fun is good

To 2007 notes
Add ↓
GAMES ← useful for understanding how to create fun
interactive
motivating (games vs. toys)
+ Crawford
Game: Something that 2 players play.

Play: Like play with your legs.

What makes a game fun: Sometimes you win and sometimes you don't.