GAME DESIGN 102

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SETUP

- **Divide** into groups of 5
- **Take** 1 sheet and 10 paperclips
- **Label** the Cards
- **Choose** a color

Options:

- Green
- Blue
- Red
- Black
- White
- No Target
- Tease
- Scratch
- Cower
OVERVIEW

• Each girl begins with 10 self-esteem points

• Reduce the other girls self-esteem to ZERO

• When there are only one or two girls left, they WIN

• All communication must be public
TO PLAY

• **Choose** an ACTION and TARGET in secret. Defend is played with No Target

• **Reveal** cards simultaneously

• **Score** the result

• **Scratch** - Target discards one paperclip

• **Tease** - If anyone else teams against the same target, she discards two paperclips per attacking player

• **Cower** - If no one attacks you, lose a paper clip, otherwise lose half chips required (round down)
WAS IT ‘FUN?’
WHAT IS ‘FUN?’
A Theory of Fun for Game Design

Raph Koster
People are amazing pattern matching machines.
Look at the places we can find a face
Oh, Raph's just being pedantic again...

In fact, we tend to see patterns where there aren't any...
When we grasp a pattern, we usually get bored with it and iconify it
Once we see a pattern, we delight in tracing it, and in seeing it reoccur.
What’s fun is exercising your brain
until you master the pattern
IT IS OUR PSYCHOLOGY
WAS IT A ‘GAME?’
WHAT IS A GAME?
Island. Across the sea way off in the distance I see Treasure Island. Rock wall with narrow crack in it.
Down
What shall I do now?
enter crack
Sorry I can’t
Something won’t fit
The Parrot cries:
"Pieces of eight"
The Parrot cries:
"Check the chest matey"
The Parrot cries:
"Tides be a changing matey"
Parrot ate a cracker.
The Parrot cries:
"Check the book, matey!"
What shall I do now?
drop book
OK
Parrot ate a cracker.
The Parrot cries:
"Check the book, matey!"
What shall I do now?
Sometimes the only thing left to try is SHIFT!
WHAT IS A GAME?

Made of
MDA
Mechanics
Dynamics
Aesthetics
AESTHETICS

Sensation
Fantasy
Narrative
Challenge
Fellowship
Discovery
Expression
Submission
MDA APPLIED
Mechanics
Dynamics
Aesthetics
WORK BACKWARD FROM EXPERIENCE TO DESIGN