



# GAME DESIGN!

Intro: Game Designers  
First Half: Play & Games  
Second Half: Mechanics/Dynamics/ Aesthetics ( MDA)



# Who we?

Tara / Mimi / Saskia



# Who are you?

Tell us about yourself!



That game you love...





# Objectives

- Role of a Game Designer
- Talk about what makes a good game
- Make a game
- User testing



# What do Game designers do?



USER-  
TESTING

MECHANICS

‘FEEL’

What do Game designers do?

REWARDS

DESIGN DOCUMENT



# What is a game?

- A game has “ends and means”: an objective, an outcome, and a set of rules to get there. (David Parlett)
- A game is an activity involving player decisions, seeking objectives within a “limiting context” [i.e. rules]. (Clark C. Abt)
- A game has six properties: it is “free” (playing is optional and not obligatory), “separate” (fixed in space and time, in advance), has an uncertain outcome, is “unproductive” (in the sense of creating neither goods nor wealth — note that wagering *transfers* wealth between players but does not create it), is governed by rules, and is “make believe” (accompanied by an awareness that the game is not Real Life, but is some kind of shared separate “reality”). (Roger Callois)



# WHAT MAKES A GAME GOOD OR BAD?

GOOD	BAD



# WHAT MAKES A GAME GOOD OR BAD?

GOOD	BAD
REWARDING	NO PROGRESS
CLEAR OBJECTIVE	NO CLEAR OBJECTIVE
CHALLENGE	NO CONFLICT
RE-PLAYBLE	



# Play & Games: TYPES OF GAMES

There are many types of Games out there!

- What kind of Games do you enjoy?



## Examples!

- Action-adventure
- Role-Playing
- Racing
- Strategy
- Puzzle



## Types of fun?

- Fun another way for ‘learning’
- What do you think the types of fun are?
- What can a game provide the player?



## Types of fun?

- Fantasy - Provide make believe world
- Sensation - Games engage sense directly
- Narrative - Involve stories



## Types of fun

- Challenge - Competitive (overcome challenge)
- Fellowship - High Social component
- Discovery - Adventure type games like Zelda
- Expression – Express yourself through gameplay
- Submission – on-going hobby (re-occurring events)



## Types of players

- What types of players do you find in games?
- What types of players can you find in an MMO ?



# Types of players

- Achievers – gain power etc
- Explorers – Explore the world
- Socializers – Use games as social medium
- Killers - have fun ruining other players chances



## Quick Tasks

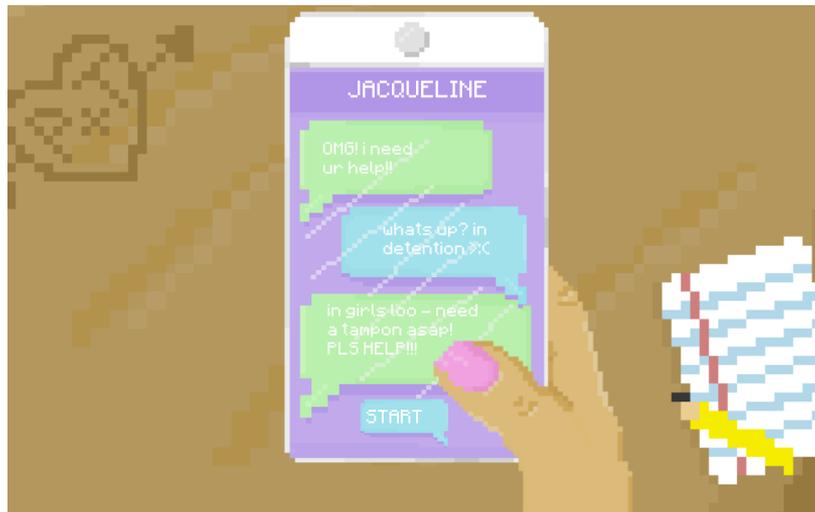
***Task 1: Mario Kart/ Minecraft/ Solitaire/Last of Us***  
***What are the types of fun and players type involvement?***

***Task 2: Think of a new kind of fun? (collection)***



# TREAT AND TALK: MIMI SOTUDEH!

## TAMPON TRAWL!





# Breathe.....Aw A Pomsy!





# MDA: Mechanic/Dynamic/aesthetic



# Mechanics

- “Rules” of the game
- How is the game set up?
- What actions need to be done?
- When does the game end? How?



## Dynamic

- Describes the *play* of the game when the rules are set in motion
- What strategies emerge from the rules?
- How do the players interact?



## Aesthetic

- Players experience of the game
- Was it fun? Mentally stimulating? Boring?  
Frustrating?



# MDA: THREE LAYERS OF A SPHERE

1. Mechanics at the Core
2. Dynamic surrounding
3. Aesthetics as the wall

They **inform** each other



## Example..

Example: Spawn points are a **mechanic**. This leads to the **dynamic** where a player may sit next to a spawn point and immediately kill anyone as soon as they respawn. And lastly, the **aesthetics** would likely be frustration at the prospect of coming back into play only to be killed again immediately.

(Gallant, 2009)



# Emergence

- Sometimes new mechanics or dynamics arise during gameplay!
- Can bring complexity and challenge to a game
- Not always a good thing....
- Example:
  - Combos in Tekken



## Quick tasks...

- *Task 1: Pick a game. What's the MDA? Change a rule? Change the feedback loop*
- *Task 2: Re-design an old game or create a new one.*



# Lets make a game!

(Option)Race-to –the-end!

1. First step! Draw a path, and make it into segments of a grid
2. Theme?
3. Rules, how does the player move? Can they do anything else (At least 2 rules/mechanics...max 4)
4. Every the player does must MEAN something
5. Conflict? Opponents?
6. Objective?
7. How do you win? How do you lose?





# Play testing!

## SWAP GAMES!

- What are the mechanics?
- What are the short term goals?
- What are the objective goals?



## Plenary

- What worked well in your games?
- What could you improve?
- What do you think a games designer does?
- Good games are.....



# That's a Wrap!

Questions for us?



## Handy Links

- <https://apps.quantificfoundry.com/surveys/start/gamerprofile/>
- <https://www.gamedev.net/articles/game-design/game-design-and-theory/mechanics-dynamics-aesthetics-r2983/>



# Hero's journey

The hero starts off a commoner in a common world, and this “normal” world is established.

The hero receives a call to adventure.

The hero may decide to follow the call, or to ignore it. In the latter case, new events then force the hero to follow the call anyway.

The hero starts their journey and encounters the first barrier. There is often a guardian that must be overcome to proceed.

The hero then moves through the barrier into a new, darker world. They follow a trail of trials, each more difficult than the last. Along the way, the hero grows – not just in the “experience points” and “levels” sense, but in the “coming of age” sense. The hero becomes a better person. They become, well, a real *hero*.

Eventually, the hero encounters the final evil, and is able to overcome it.

The hero claims the prize.

The hero starts returning to their world. Along the way they encounter the final barrier.s

Finally, the hero returns to their common world. The world may be the same, but the hero has changed.