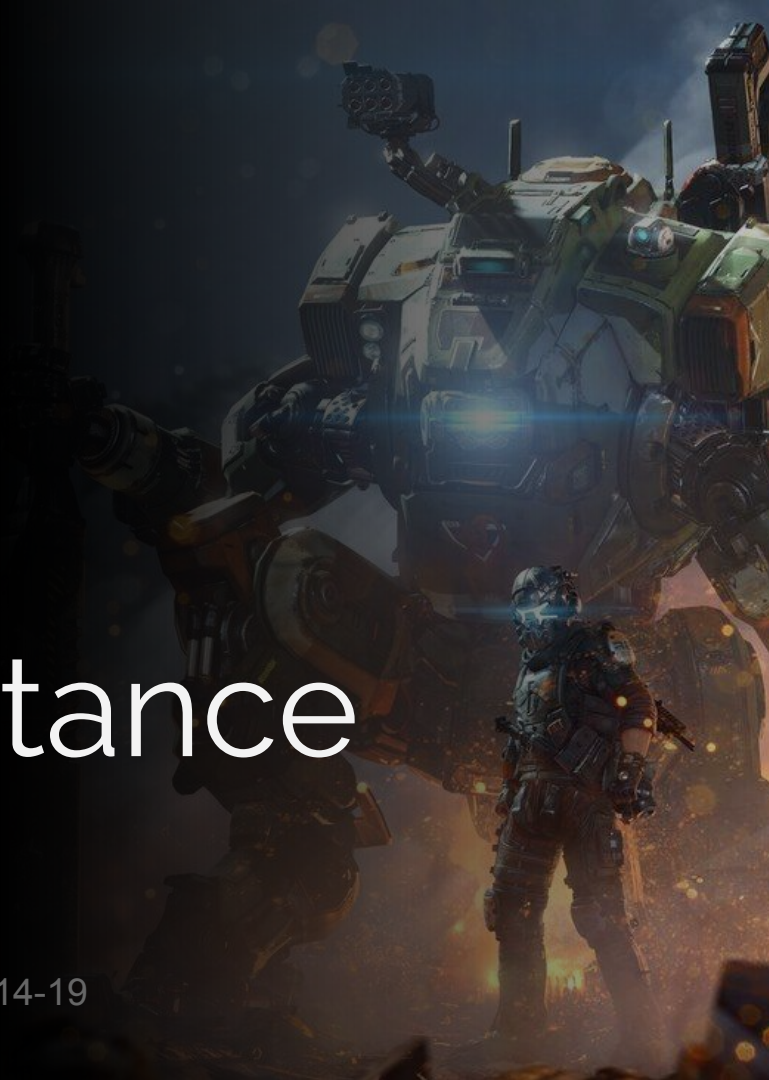




# Designing Player Importance

CU Game Dev Club w/o 10-14-19



## First: A Loose Definition Of Importance

“ The Player's sense of agency with respect to the end goal of the game ”

We Can Also Think About Importance as *Control*.

## Question: Why Do We Care?

*Answer:*

We Can Use Importance To Elicit An *Emotional* Response.

*This Can Help Us,*

- Engage Players With Our Mechanics
- Help A Player Relate To Their Character
- Change How A Player Behaves In A Given Scenario
- Give Immersion To The Player In Context

# Examples Of Agency In Games

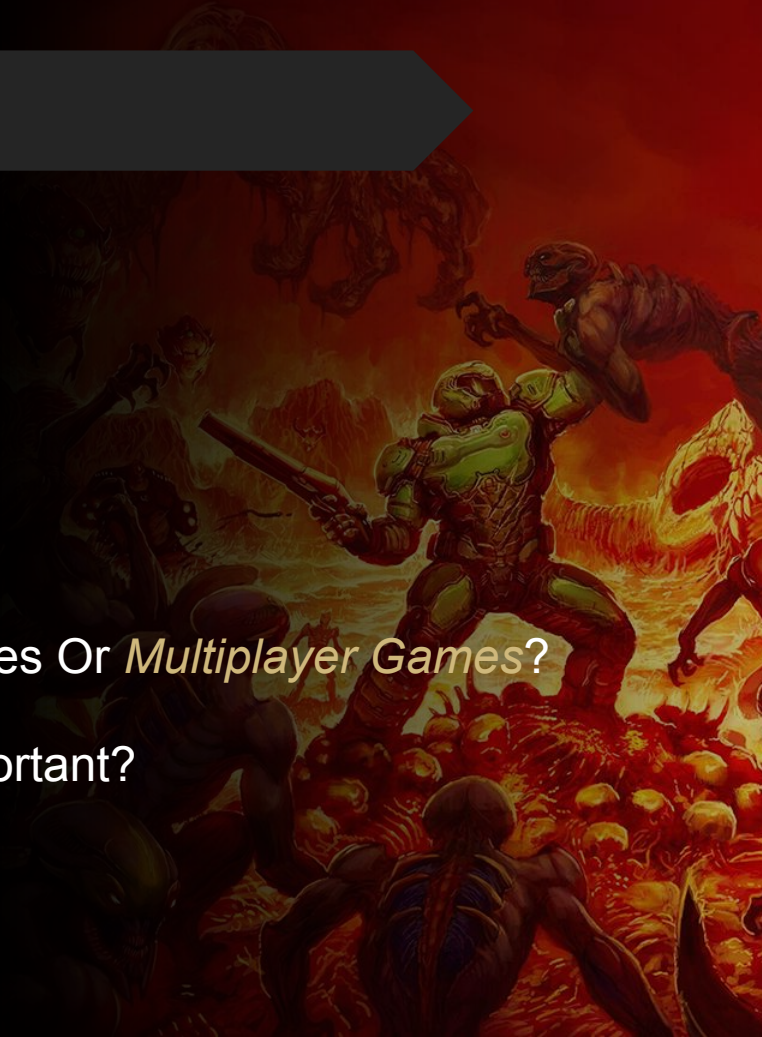
How Important Do You Feel In:

- Planetside 2 vs. Titanfall 2 ?
- Outlast vs. Resident Evil ?
- Warhammer vs. Dungeons & Dragons?

Do You Feel More Important In *Single Player* Games Or *Multiplayer Games*?

What Genres Of Games Make You Feel *More* Important?

What Games Make You Feel *Less* Important?



# Single Player, Important Player

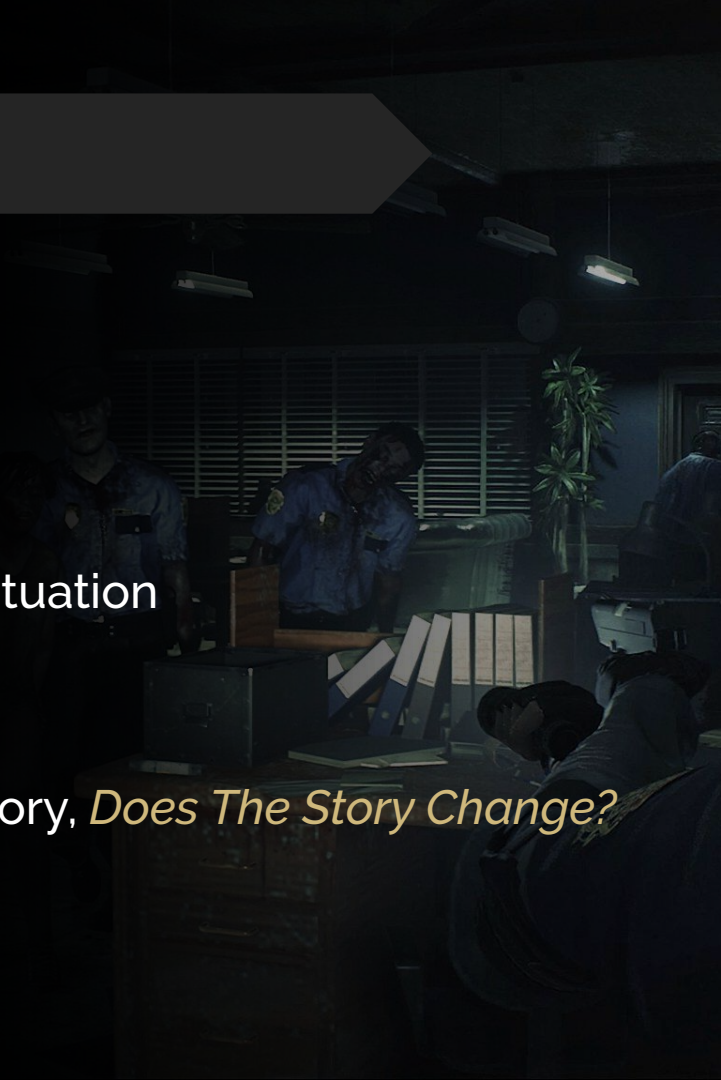
**Objective:** Escape The City

What Are We Able To Do To Accomplish This?

- Kill Antagonists (Zombies)
- Discover Meaningful Information About Our Situation
- Help Non Player Characters

If You Removed The Player Character From The Story, *Does The Story Change?*

Does The Player Also Feel This Way?





# Single Player, Unimportant Player

**Objective:** ~~Gather Information~~ Survive

What Are We Able To Do To Accomplish This?

- Run And Hide
- Find An Escape

If You Removed The Player Character From The Story, *Does The Story Change?*

Does The Player Also Feel This Way?

W T



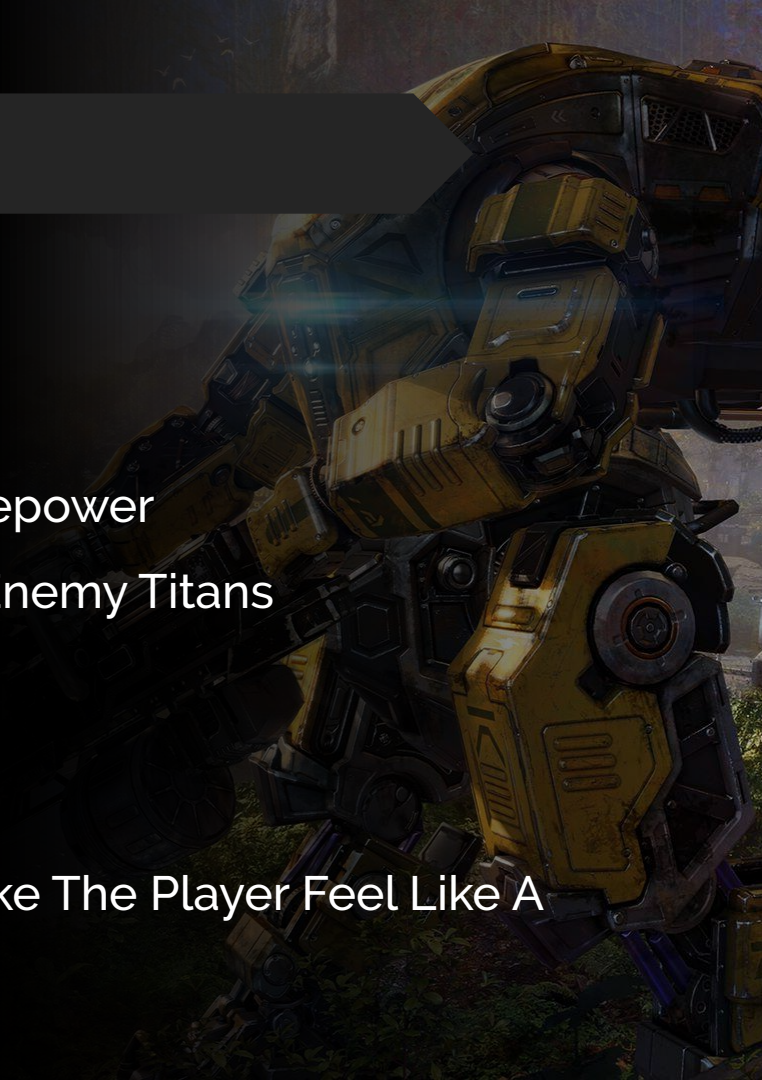
# Multiplayer, Important Player

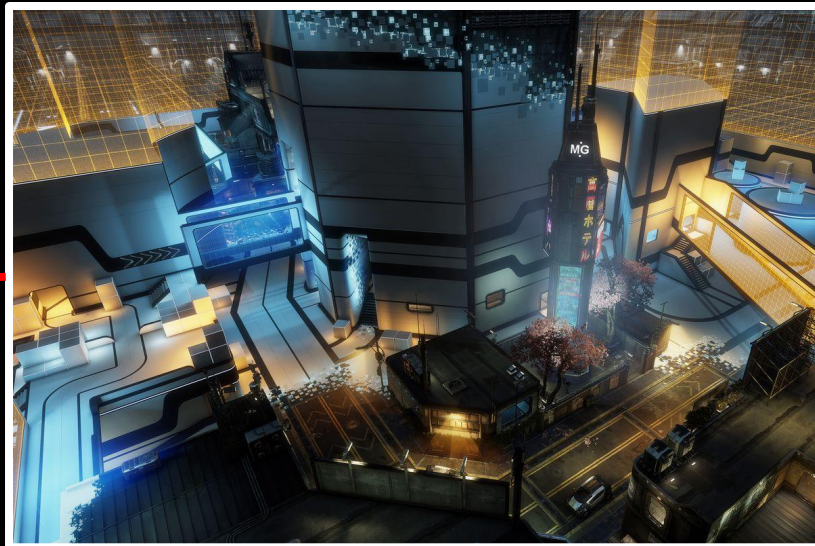
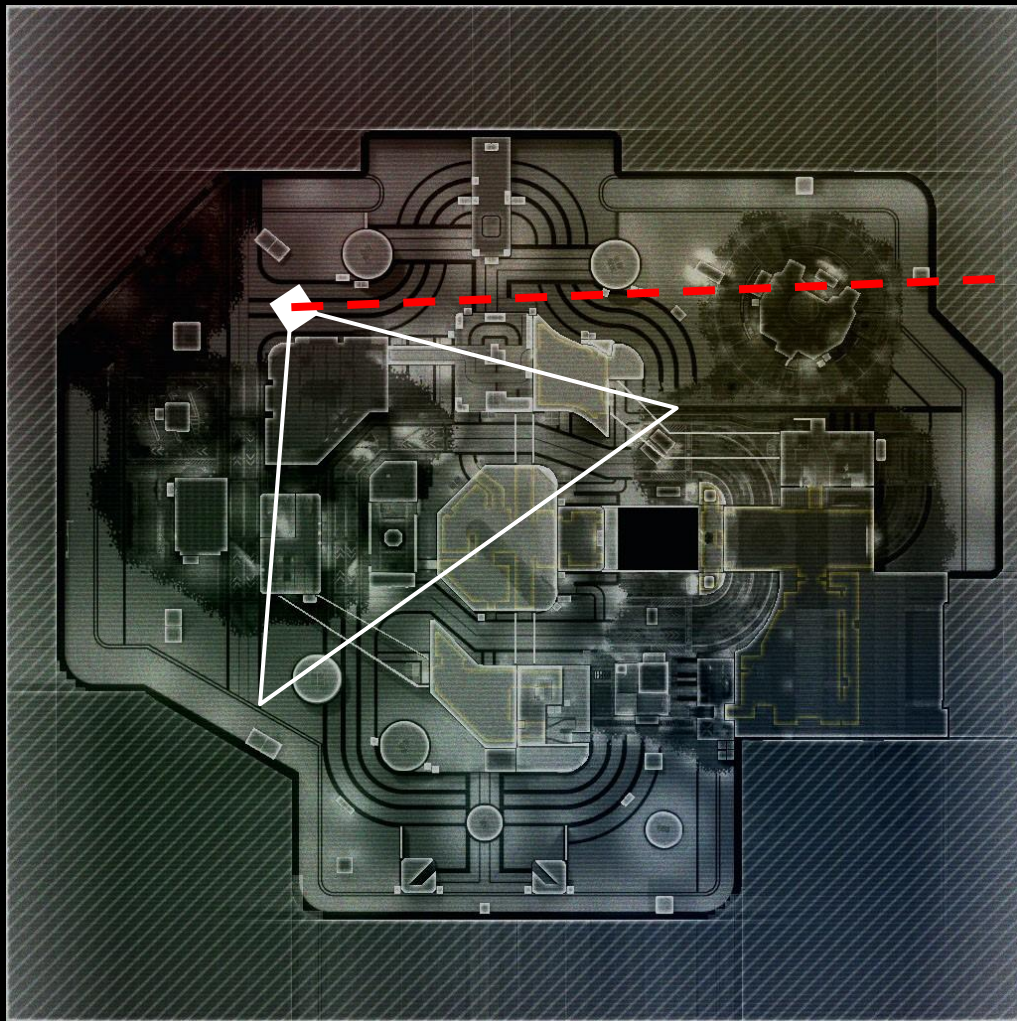
**Objective:** Win The Battle

What Are We Able To Do To Accomplish This?

- Call Down Titans, Greatly Increasing Our Firepower
- Use Utility And Map Elements To Take Out Enemy Titans
- Kill NPC Soldiers
- Special Class Abilities

*No Matter Your Skill Level*, Titanfall Is Able To Make The Player Feel Like A Superhero.







# Multiplayer, Unimportant Player

**Objective:** Secure The Map For Your Team

What Are We Able To Do To Accomplish This?

- Capture Objectives
- Support Teammates
- Kill Enemy Players

Without The Team, The Player Is Woefully Powerless To Create Much Outcome. *Working With Others* However, Progress Moves From Impossibility To “Just” Difficult.





# ESAMIR

HELP

LOG OUT

## DEPLOYMENT

### SQUAD SPAWNS

CLICK TO JOIN A SQUAD

### STANDARD SPAWNS

- Esamir Eastern Warpgate 15m
- Stillwater Watch 883m
- Sunderer 921m
- Grey Heron Shipping 1,056m
- Nott Main Spawn Room 1,557m
- Hossin Eastern Warpgate

### REINFORCEMENTS NEEDED

- Bridgewater Shipping Yard
- Woodman ASE Labs
- Nason's Defiance

## SPAWN AS



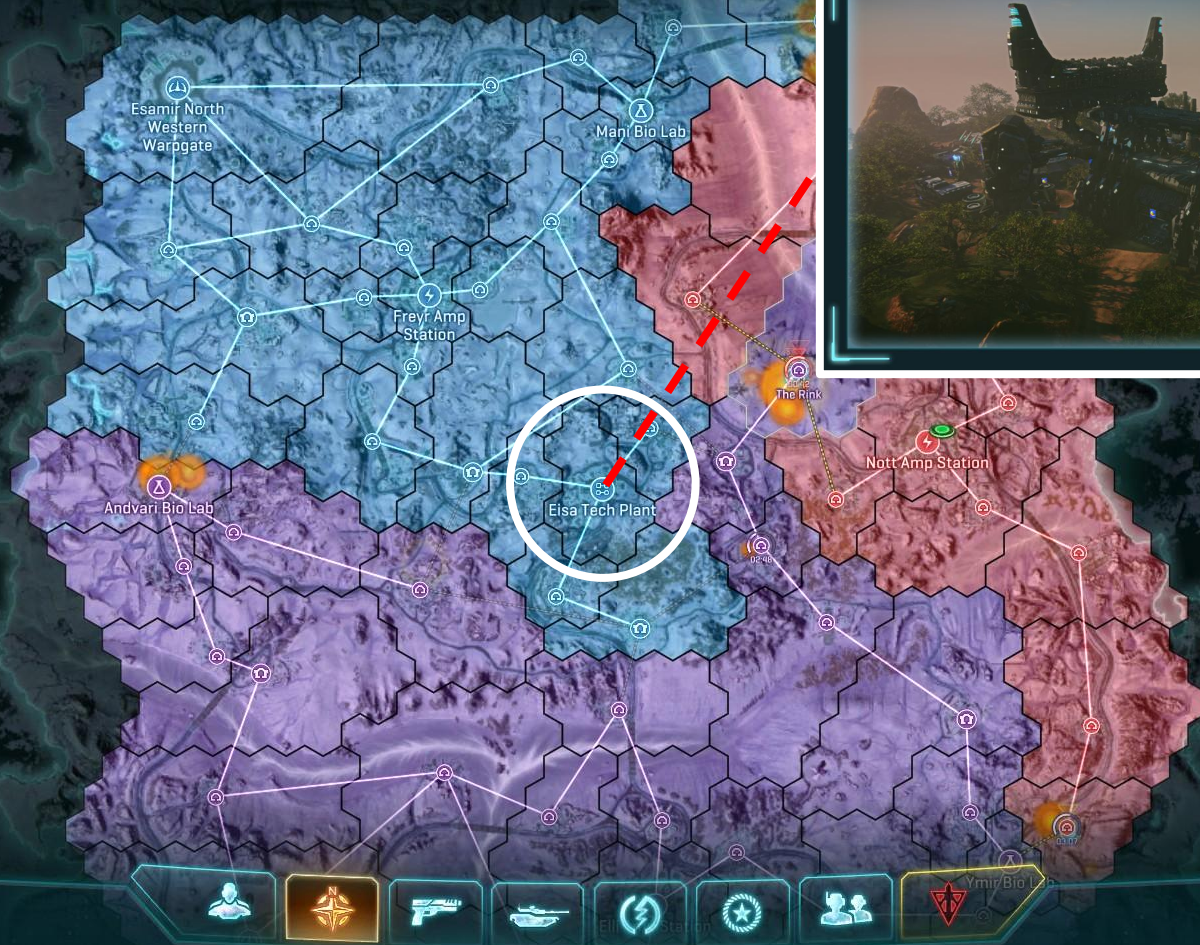
### ENGINEER

REPAIR & RES... CUSTOMIZE >

## DEPLOY

Esamir Eastern Warpgate

INSTANT ACTION



## REGION

### THE RINK

CAPTURED BY: Da Pahty Poopahs  
TIME HELD: 3h 3m

ENEMIES DETECTED: 48-96

ALLIES DETECTED: 96+

00:43

POPULATION



### CONNECTED BENEFITS

- TURRET HEAT REDUCTION
- AMP STATION
- EXTRA HEALTH REGENERATION
- BIO LAB
- MAIN BATTLE TANK ACQUISITION
- TECH PLANT

SETTINGS

SUPPORT



# How Can We Use It?

- Understand Your Players Goal
- Understand Your Game's Goal
- If The Game Is Supposed To Be Working *Against* The Player, Or The PLayer Is *Secondary* To The Game, Remove Importance
- If The Game Is Supposed To Be *Empowering* The Player, Give Additional Importance
- Not A Binary System, Players Can Feel In Control In Certain Circumstances But Not Others. It Depends On How You Want To Steer Them.

# Collaborative Example

**Case One:** Open World MMORPG About Stopping A Great Evil From Invading

**Case Two:** Single Player Narrative Game About Uncovering A Family Mystery

- How Do We Want Our Player To *Feel* In This Case?
- Does This Case Call For More Or Less Player Importance?
- What Game Mechanics Can We Use In This Case To Give Or Take Control Away?
- How Do We Want Our Player To Interact/Play In This Case?