

FORMALIZATION OF THE IDEA

■ Classification: (consists of genre and it's affiliated genre subtypes)

1.) Genre: _____

Note what do you miss in the genre,
would add, change, expand or improve:

Genre description:

2.) Subtype(s): _____

Note how the subtype(s) connects, extends,
complements or changes the upper genre:

Subtype(s) description:

3.) List some video games you would associate with the chosen genre and subtype(s):

■ Content: (consists of descriptions for the chosen themes and motives of genres)

Theme A: _____

Theme B: _____

Motive A - 1: _____

Motive B - 1: _____

Motive A - 2: _____

Motive B - 2: _____

CONCPET OF THE IDEA

■ Properties and the requirements for the video game:

– CLASSIFICATION:

genre: _____

subtype(s): _____

– CONTENT:

theme(s): _____

motive(s): _____

– FORM:

play style: _____

interactions: _____

viewer look: _____

type of graphics: _____

graphics style: _____

– TARGETS:

controls: _____

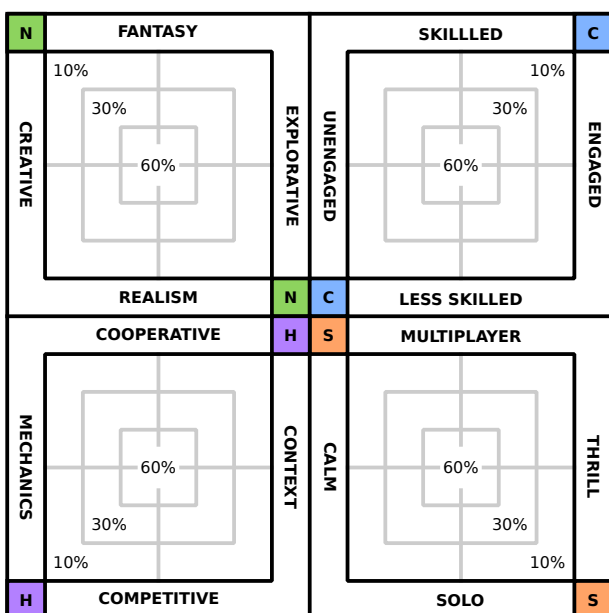
platforms: _____

public: _____

■ Introduction of the idea:



■ Description of the idea:



■ VandenBerghe's QR Taste Maps:

– Domains of play:

N → Novelty

C → Challenge

S → Stimulation

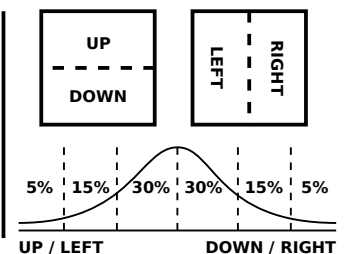
H → Harmony

(each covers 3 zones)

(each has 4 facets)

(facets are grouped)

– Facets of domains:



– Understanding facet feature value, care factor and population investment for zones:

zones	feature value	care factor	pop. inv.
inner	will have it	indifferent	high
middle	will be good	interested	mid
outer	will be the best	excited	low