Topics

Elements of Games

MDA

Theme

In class work

Game 1 brainstorm and teams

Out of class work

16weeks → 8 wks work every day

Project 1: Blogpost #1

paper prototype, but digital <video call> on tabletop simulator

Required Reading

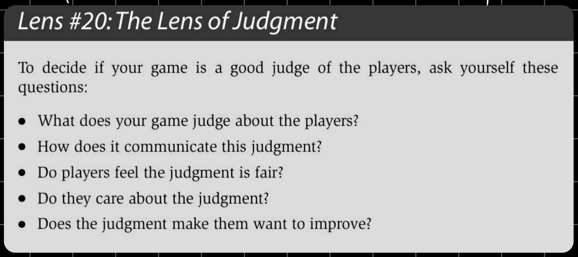
AGD Ch. 5 Elements (7 pages)

AGD Ch. 6 Theme (11 pages)

AGD Ch. 9 "LeBlanc's Taxonomy of Game Pleasures" p. 127-8 (2 pages)

PMD Ch. 13 MDA (15 pages)

Deep Inner need to know how we stack up



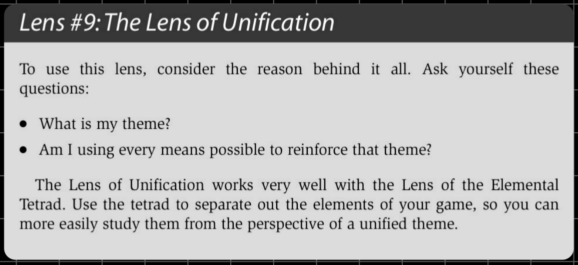
Lens #20: The Lens of Judgment

To decide if your game is a good judge of the players, ask yourself these questions:

- What does your game judge about the players?
- How does it communicate this judgment?
- Do players feel the judgment is fair?
- Do they care about the judgment?
- Does the judgment make them want to improve?

Theme

find a theme → reinforce it

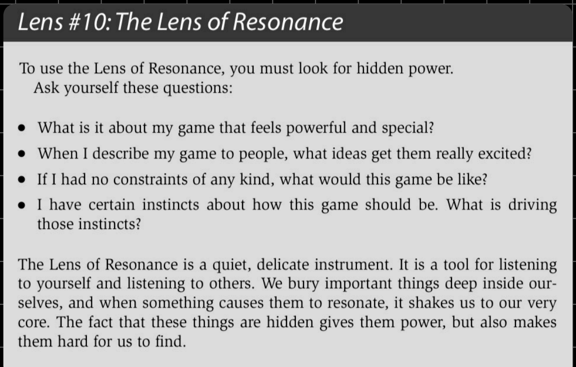


Lens #9: The Lens of Unification

To use this lens, consider the reason behind it all. Ask yourself these questions:

- What is my theme?
- Am I using every means possible to reinforce that theme?

The Lens of Unification works very well with the Lens of the Elemental Tetrad. Use the tetrad to separate out the elements of your game, so you can more easily study them from the perspective of a unified theme.



Lens #10: The Lens of Resonance

To use the Lens of Resonance, you must look for hidden power. Ask yourself these questions:

- What is it about my game that feels powerful and special?
- When I describe my game to people, what ideas get them really excited?
- If I had no constraints of any kind, what would this game be like?
- I have certain instincts about how this game should be. What is driving those instincts?

The Lens of Resonance is a quiet, delicate instrument. It is a tool for listening to yourself and listening to others. We bury important things deep inside ourselves, and when something causes them to resonate, it shakes us to our very core. The fact that these things are hidden gives them power, but also makes them hard for us to find.

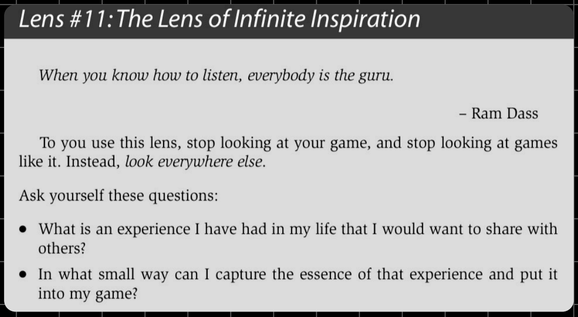
Titanic

love > life

Hercules

Kindness overcomes death

Idea



Lens #11: The Lens of Infinite Inspiration

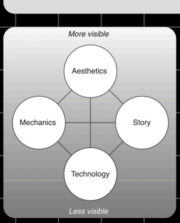
When you know how to listen, everybody is the guru.

– Ram Dass

To you use this lens, stop looking at your game, and stop looking at games like it. Instead, *look everywhere else.*

Ask yourself these questions:

- What is an experience I have had in my life that I would want to share with others?
- In what small way can I capture the essence of that experience and put it into my game?



open mind + big imagination

发现体验 → 分析核心体验

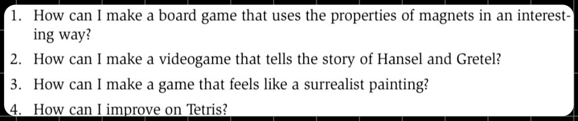
Broader creative space

Clear measurement

Better communication

State problem

How can I make ... experience <according to tetrad>



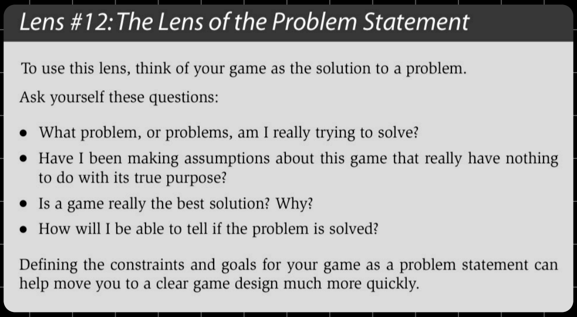
1. How can I make a board game that uses the properties of magnets in an interesting way?
2. How can I make a videogame that tells the story of Hansel and Gretel?
3. How can I make a game that feels like a surrealist painting?
4. How can I improve on Tetris?

mechanics

Stories

aethetics

technology



Lens #12: The Lens of the Problem Statement

To use this lens, think of your game as the solution to a problem.

Ask yourself these questions:

- What problem, or problems, am I really trying to solve?
- Have I been making assumptions about this game that really have nothing to do with its true purpose?
- Is a game really the best solution? Why?
- How will I be able to tell if the problem is solved?

Defining the constraints and goals for your game as a problem statement can help move you to a clear game design much more quickly.

Subconcious Tips

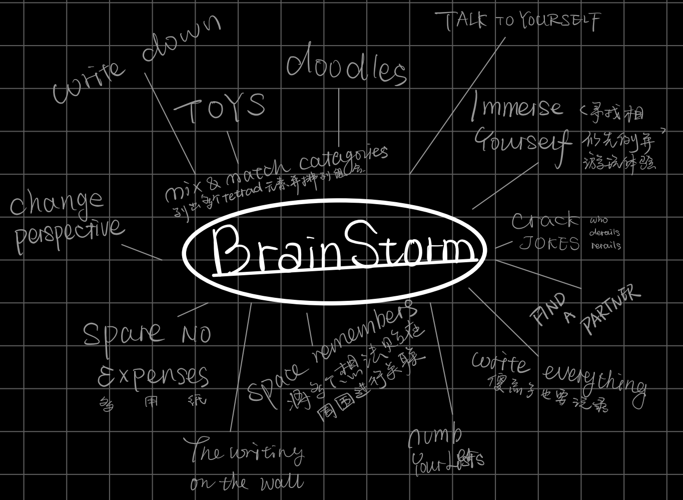
① Pay Attention 认真考虑一些灵光一现的荒诞想法

② Record Your Idea

③ Manage Appetites 避免负面情绪影响头脑风暴

④ Sleep 利用清醒&非清醒间的大脑活动「白日梦」

⑤ Don't Push too Hard 遇到困难不要穷追猛打，之后再灵光一现



BrainStorm

write down

TOYS

doodles

mix & match catagories
列出每个tetrad元素再排列组合

TALK TO YOURSELF

Immerse Yourself <寻找相似先例并沉浸体验>

change perspective

Crack JOKES
who details retails

FIND A PARTNER

Spare NO Expenses
多用纸

Space remembers
将多个想法贴在周围进行关联

The writing on the wall

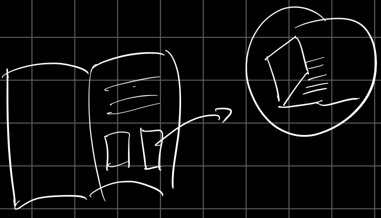
numb Your Lists

write everything
傻点子也要记录

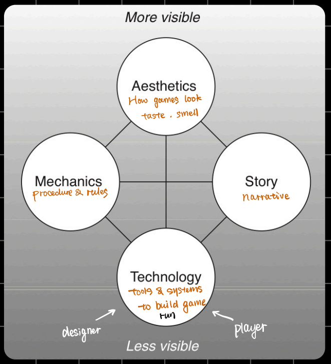
Eight kinds of fun < most game only have 2 to 3 primary aesthetics > EXCEPT Minecraft

Sensation — sense pleasure
fantasy — make believe
narrative — unfolding story
challenge — obstacle course
fellowship — social framework
discovery — uncharted territory
expression — soap box <simcity>
submission — mindless passtime

success / failure
不确定 法定
无可避免
高潮

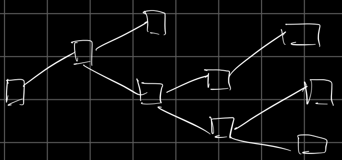


Elemental Tetrad


More visible
Aesthetics
How games look
taste . smell
Mechanics
procedure & rules
Story
narrative
Technology
tools & systems
to build game
run
designer
player
Less visible

Theme of Mario cart

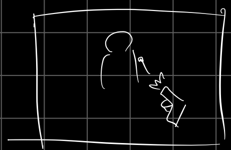
catching up others

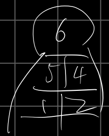


fantasy — make believe
narrative — unfolding story
☆ **challenge** — obstacle course
fellowship — social framework

> convincing story < playable one-time >

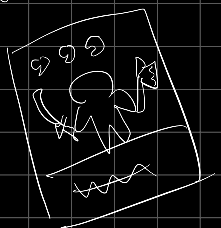
— compact

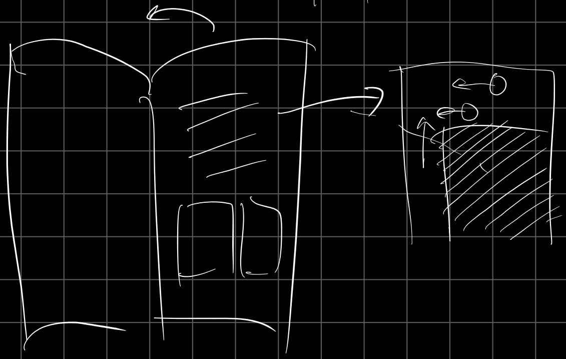


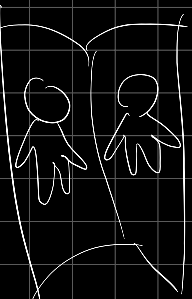


Skills

combat with card game ?

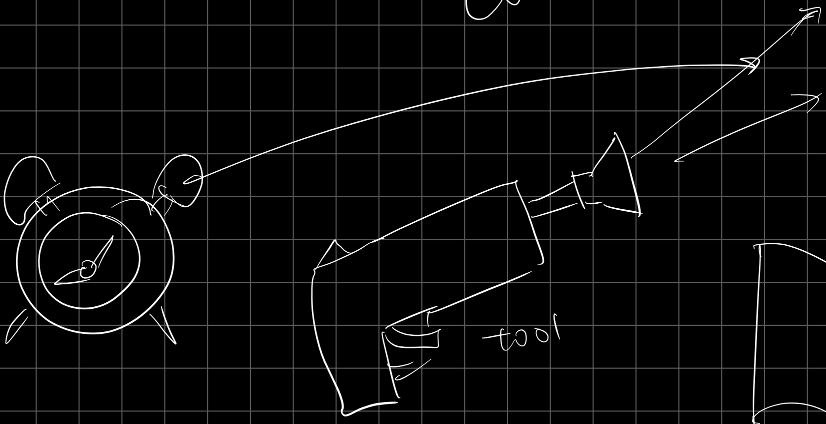


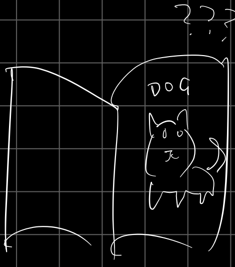


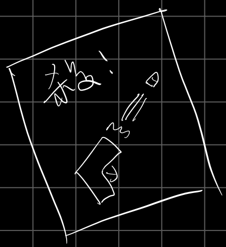


Combat

10 - 9 -



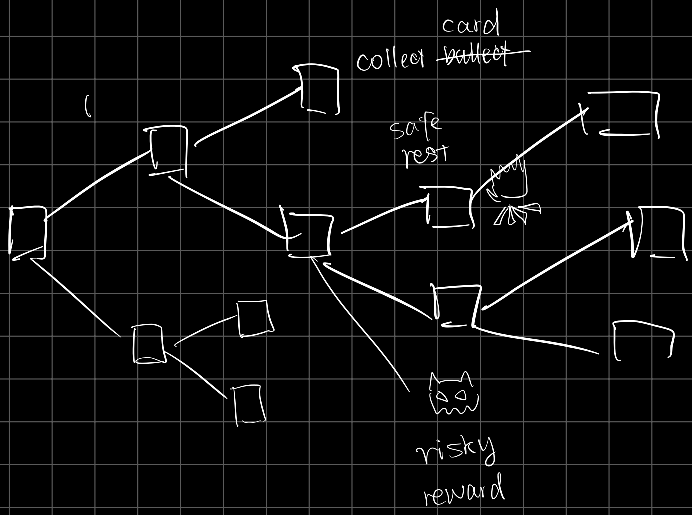




ice
fire

pokemon
zombie

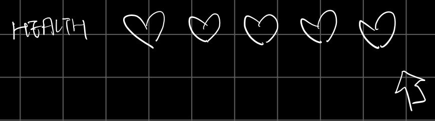
Borrow from killing spire


card
collect ~~ballect~~
safe
rest
risky
reward

tension ☆☆☆☆☆ 9.8

IGN awsome!

fantasy — make believe
narrative — unfolding story
☆ **challenge** — obstacle course
fellowship — social framework

> convincing
— compact