



# Game Thinking

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## Think like a game designer?

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- *"I am a game designer"* ⇒ Reminds us that game design is a state of mind. Whatever your problem is, think of it as a game. How would it be if there was a game with participants and you designed it?
  - *"Thinking like a game designer does not mean being a game designer"* ⇒ Game design is difficult and has many different faces. Even if you do not know technical information about game design, you can use gamification. The main point is that if you look at some things through the eyes of game design, your problem approach will change and will be different.
  - *"Thinking like a game designer does not mean being a gamer"* ⇒ **You should always pay attention to the structures of the game and the skeleton of the game instead of the experience. The game is not the experience itself, the experience is how we feel when we play the game and that is our goal.**
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- The key point is to think about our target audience, that is, the people who will play the game. (My players)
  - **Our aim:** To create the feeling of play for a specific purpose. First we have to get him into the game, then we have to keep him playing.



### Gamer

- He is at the center of the game. The game revolves around the player. Everything is about the player.
- You have to know how they want to be in control. Give them choices.
- They will play.

## Design rules

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### The player's journey

- The journey is a conceptual path followed throughout the play. We must determine the path the player will take. Otherwise, we will have designed a random, aimless game.
1. At first you have to orientate the player to the path (onboarding).
  2. You have to build the scaffolding. Places where the game becomes easier and overcomes difficulties where the user will get stuck. ( Scaffolding - Scaffolding )
  3. Allow mastery. That is, allow the user to gain achievements (Pathways to mastery).
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### Balance

- Games should be balanced: neither too difficult nor too easy. You have to design everything in balance. Your game must be constantly in balance.

### Create an experience

## Touching emotions

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- Games are immersive because they are fun.

- There is an element of fun in every **job** that needs to be done. You find the fun and suddenly your work has become a game.

## What makes something fun?

- Winning
- Problem Solving
- Discover
- Relaxation
- Team work
- Appreciation
- Sense of victory
- Accumulation - collection
- Surprise
- Imagination
- Sharing
- Role Play
- Personalisation
- Bullshit

## Anatomy of Fun

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### What generates fun in games?

1. **Easy Fun** ⇒ Stress relieving, distracting, relaxing entertainment.
2. **Hard Fun** ⇒ Problem solving, mastery, completion, overcoming obstacles.
3. **People Fun** ⇒ The fun of interacting with others. The fun of working with a team. The fun of socialising.
4. **Serious Fun** ⇒ It's fun to do something useful for someone or something. It's fun to do meaningful things for myself.

- Entertainment does not happen by itself, it has to be designed.
- Entertainment is not always easy.
- There are different types of entertainment.

## Finding the Fun

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- Gamification doesn't require you to create an environment where people are mesmerized. Where they are fully focused, they think it's the most exciting thing in their life.
- Gamification is about finding game-like aspects, wherever they are, and using them to create an environment that moves people a little bit more towards a goal.