

Game Designers & Gamers

Defining our Space

Nobody
tells people
who are beginners,



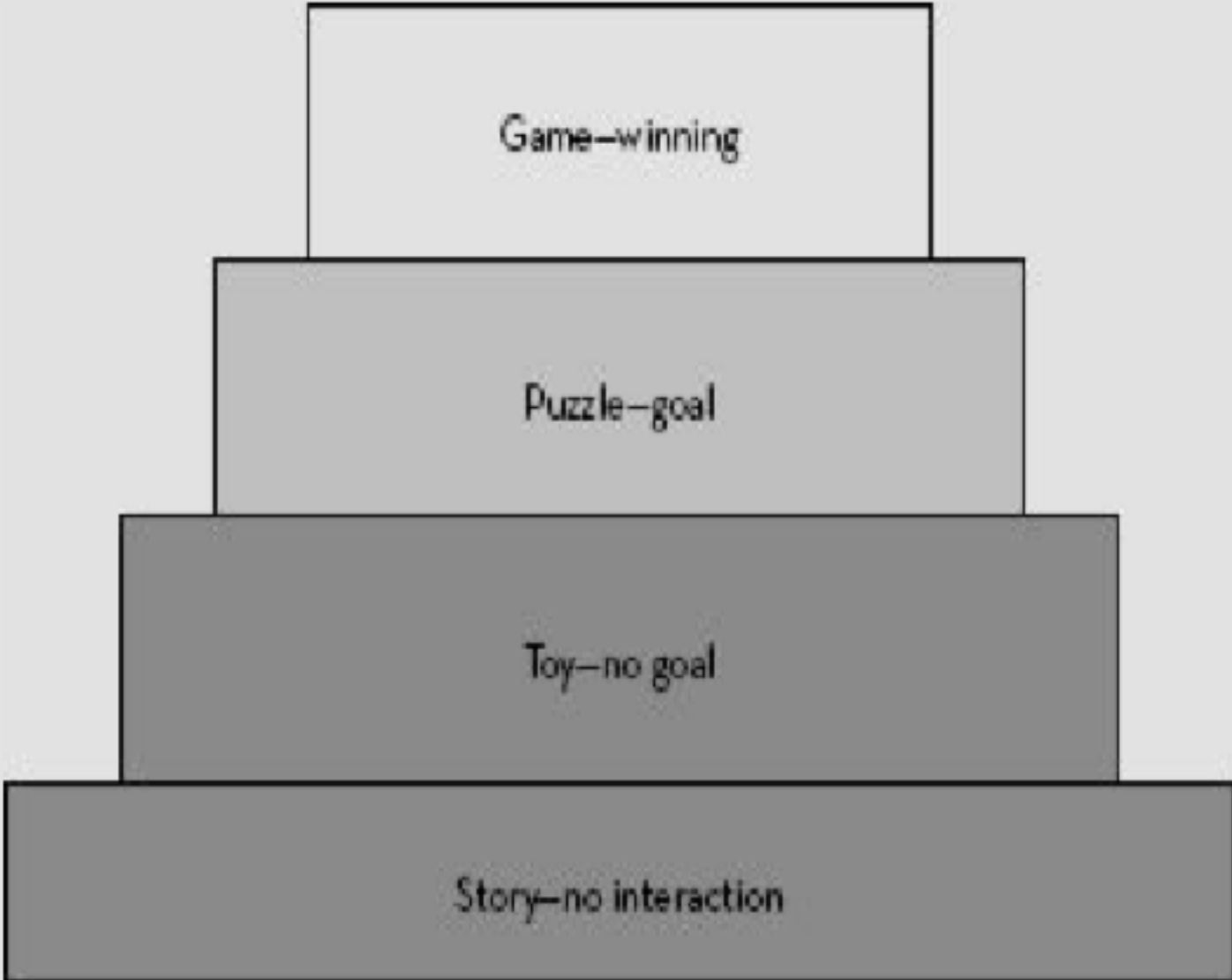
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HD



Ira Glass on Storytelling

from David Shiyang Liu [PLUS](#) 3 years ago [VIEW MY RATED](#)



Game-winning

Puzzle-goal

Toy-no goal

Story-no interaction

Chris Hecker:
The Word “Game”

Randy Pitchford: Toy vs Game

James Earl Cox III:
Important to Define Game

Eric Zimmerman:
No Single Definition

Matt Boch:
Intentionality Defines Gameness

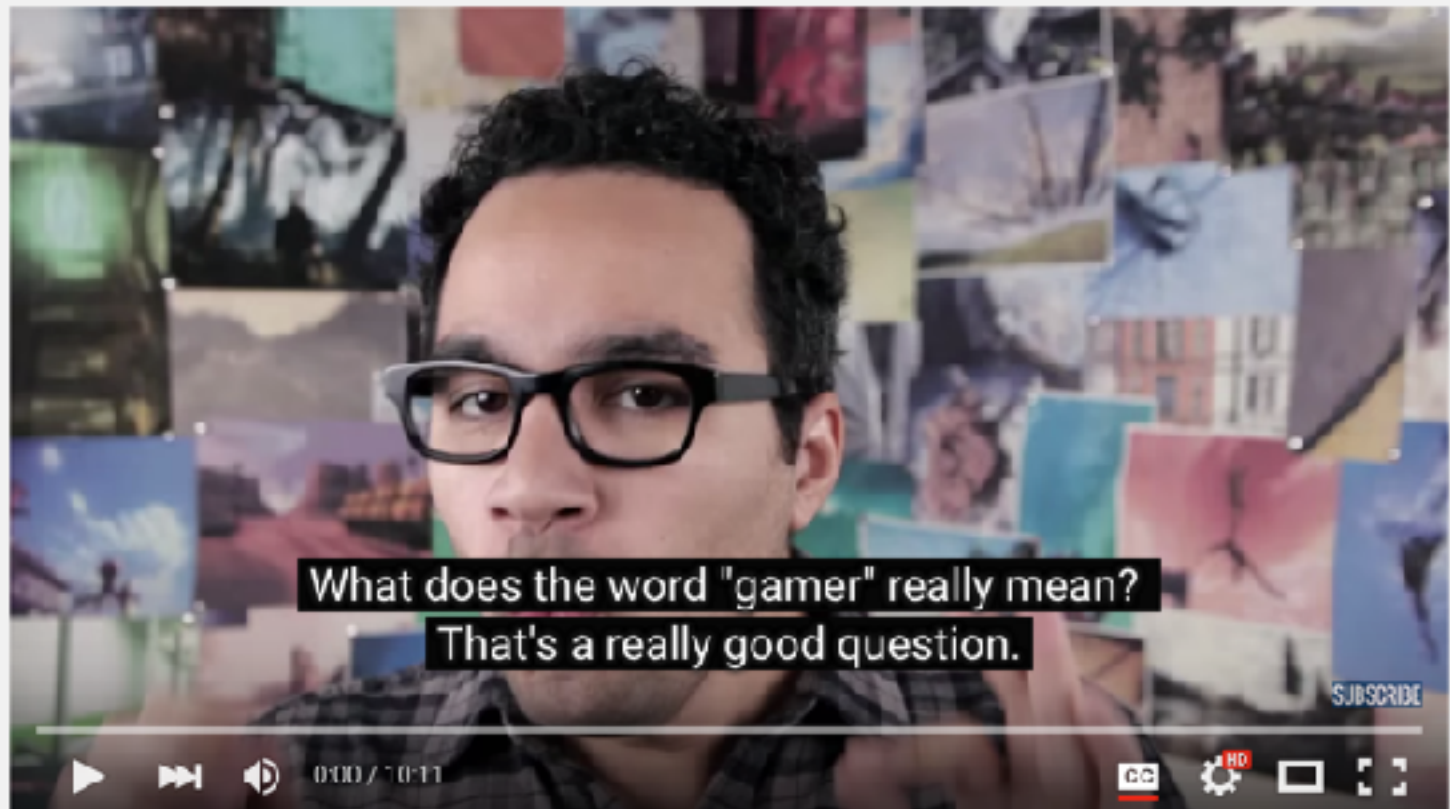
Steve Gaynor:
Imposing Order From Chaos

Robin Hunicke:
Games are About Choice

“Distilled down to its essence,
game design is about creating
opportunities for players to make
meaningful choices that affect the
outcome of the game.”

– Brenda Romero & Ian Schreiber
Challenges for Game Designers





What is a Gamer? | Game/Show | PBS Digital Studios



PBS Game/Show ✓

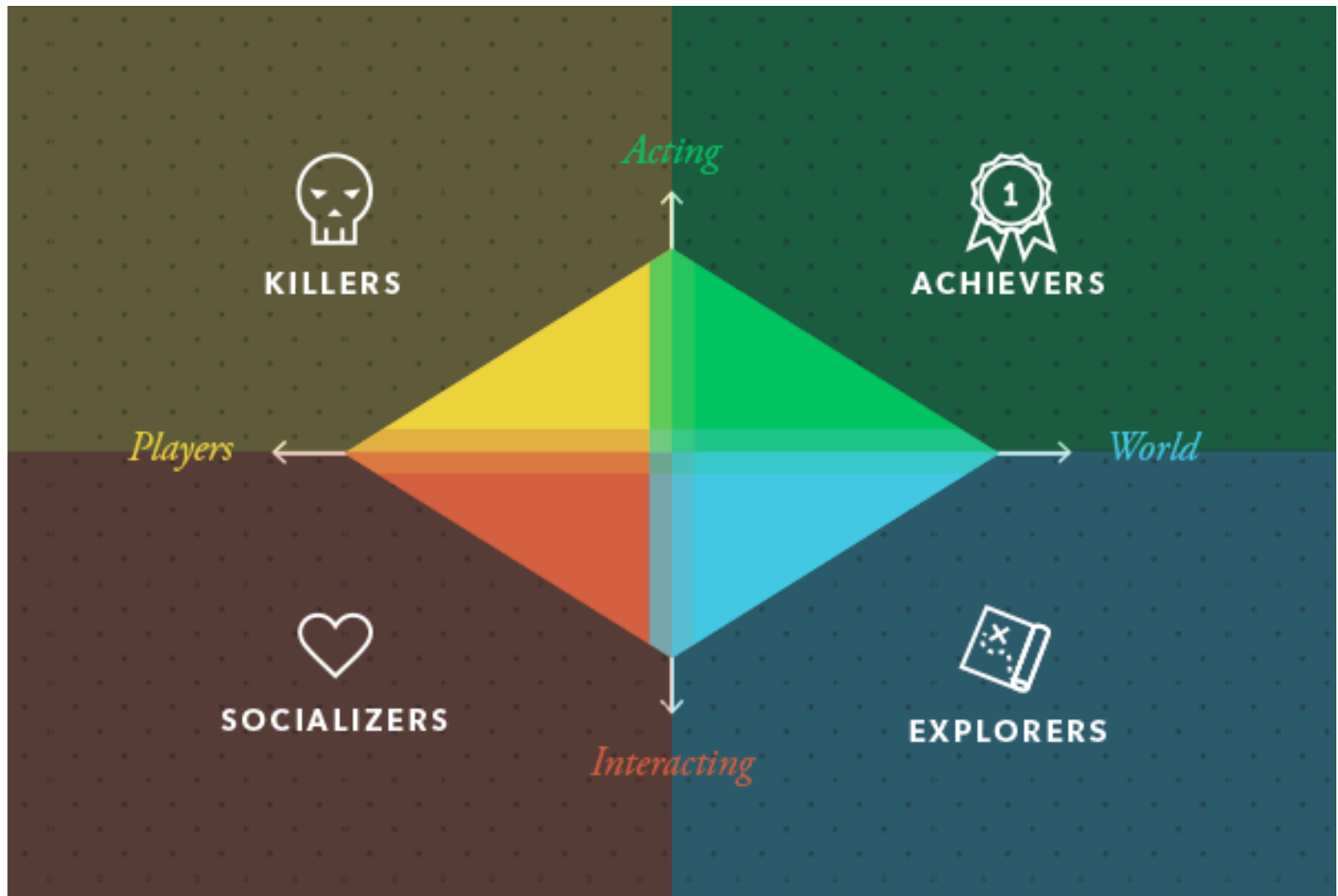
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Bartle's MMO Player Types



GAMER MOTIVATION MODEL



Action

"Boom!"

Destruction

Guns. Explosives.
Chaos. Mayhem.

Excitement

Fast-Paced. Action.
Surprises. Thrills.

Social

"Let's Play Together"

Competition

Duels. Matches.
High on Ranking.

Community

Being on Team.
Chatting. Interacting.

Mastery

"Let Me Think"

Challenge

Practice. High
Difficulty. Challenges.

Strategy

Thinking Ahead.
Making Decisions.

Achievement

"I Want More"

Completion

Get All Collectibles.
Complete All Missions.

Power

Powerful Character.
Powerful Equipment.

Immersion

"Once Upon a Time"

Fantasy

Being someone else,
somewhere else.

Story

Elaborate plots.
Interesting characters.

Creativity

"What If?"

Design

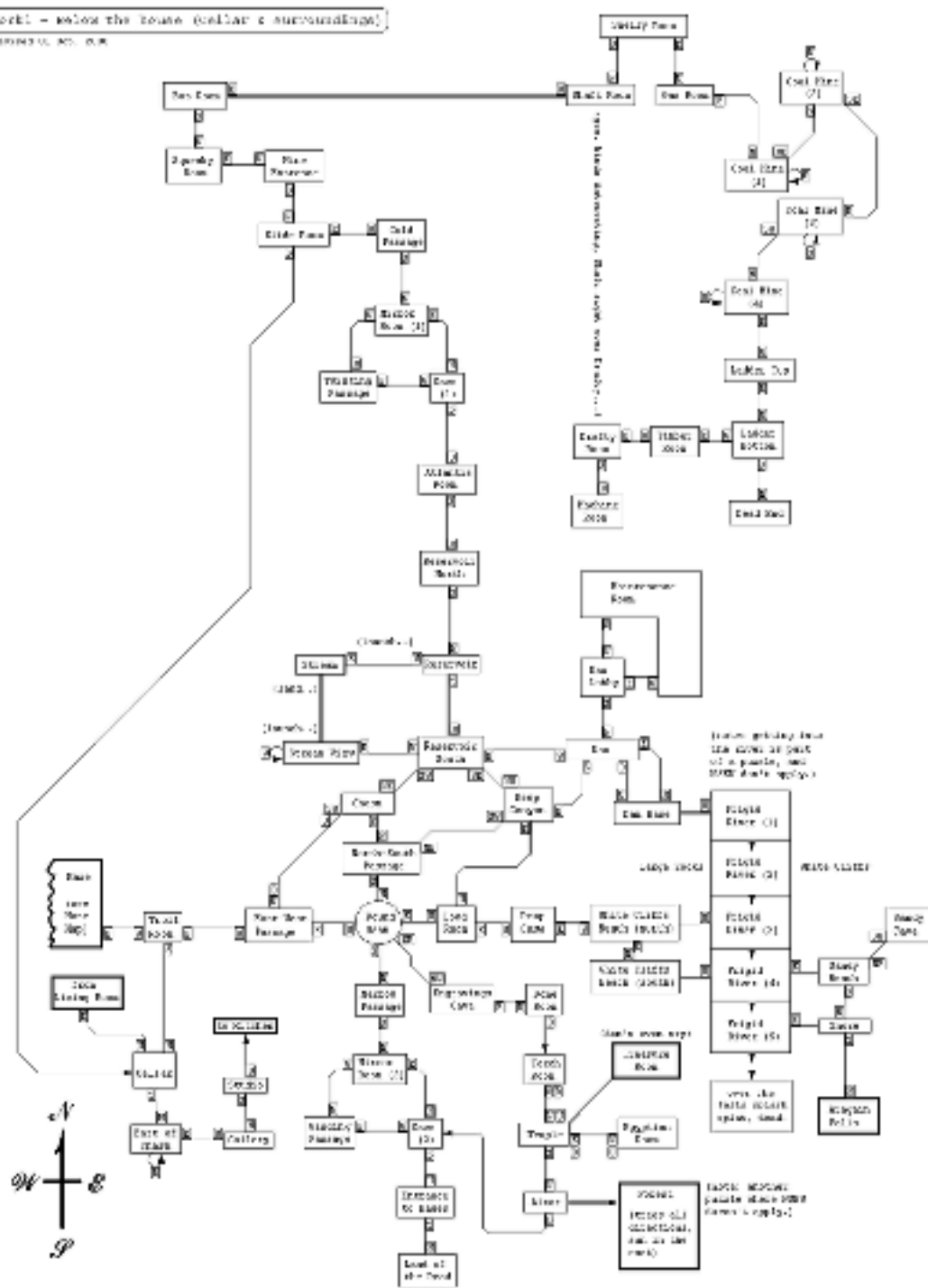
Expression.
Customization.

Discovery

Explore. Tinker.
Experiment.

WHAT'S YOUR GAMING STORY?

```
cock1 - select the house (cellar & surroundings)
```



TrN raid IronForge



Formula D (board game)

From Wikipedia, the free encyclopedia

Formula D (originally published and still also known as **Formula Dé**) is a [board game](#) that recreates [formula racing](#) ([F1](#), [CART](#), [IRL](#)). It was designed by Eric Randall and [Laurent Lavour](#) and was originally published by [Ludodéline](#). The rights to the game passed to [EuroGames](#) (owned by [Descartes Editeur](#)) with the collapse of Ludodéline, who in turn were acquired by [Asmodée Éditions](#). When Asmodée released their new edition the name was **Formula D** and the rules were updated to include "street/import racing".^[1]

Contents [hide]

- Object of the Game
- Gameplay
- Spinoffs and expansions
 - Ludodéline
 - EuroGames
 - Formula Dé: Mini
 - Asmodée
- Variant rules
 - Redlining or slipping the clutch*
 - Doubled straights*
- Reception
- In Popular Culture
- References

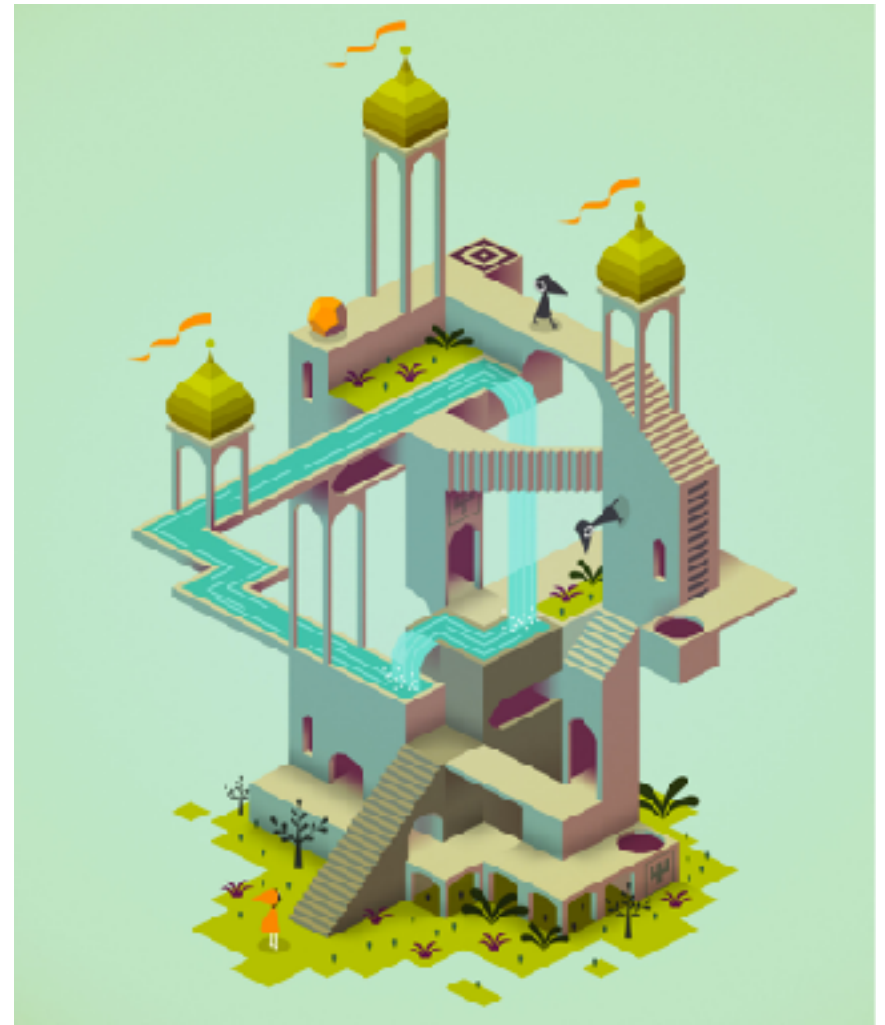
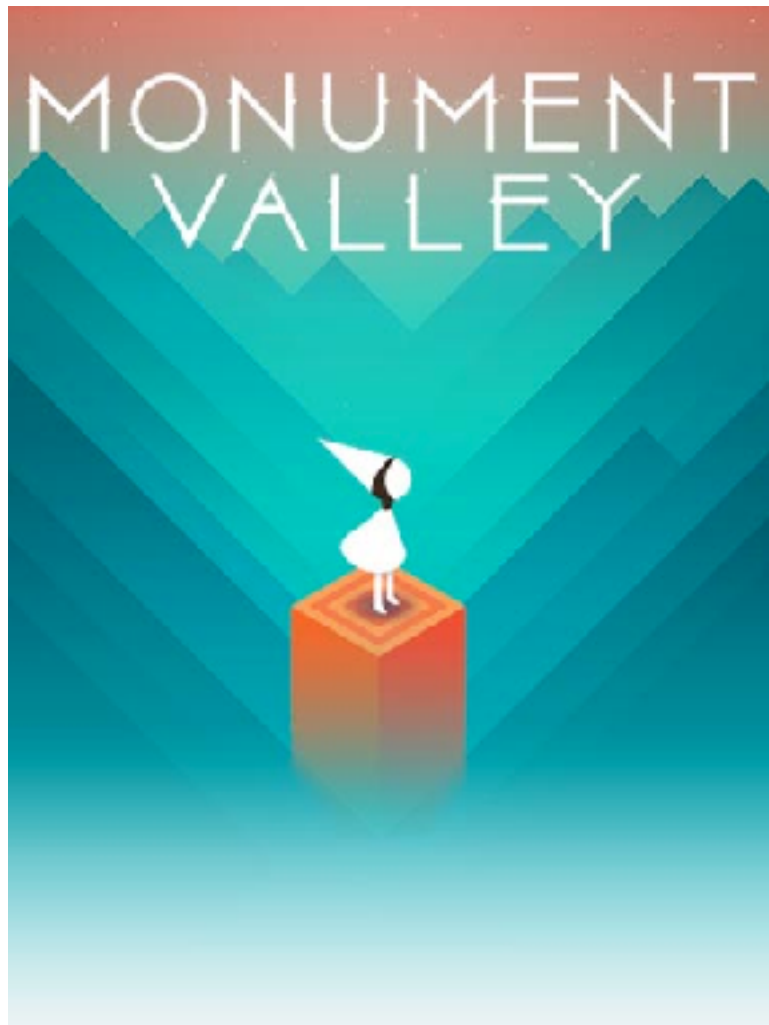
Formula D / Formula Dé



Circuit 1 - Circuit de Monaco

Designer(s)	Eric Randall Laurent Lavour
Publisher(s)	Ludodéline (1st ed.) EuroGames (2nd ed.) Asmodée (3rd Ed.)
Years active	1991—
Players	2–10
Age range	8+
Setup time	5 minutes
Playing time	60+ minutes
Random chance	Some









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Picture the Impossible (2009

Just Press Play (2012-13)

Today's Exercise/Homework

- You've now read, and heard, a lot of definitions of "game." What's yours? Why? Write a paragraph or two explaining.
- Write up your own "gamer story" focusing on games that were influential for you.
- Complete the Quantic Foundry "Gamer Motivation Profile" survey
- How accurate did you think the profile you received was? Did you think the game recommendations were good? Add your thoughts on the profile to the end of your story.
- Submit the final document to the myCourses Dropbox by 6pm on Saturday, 20 January