



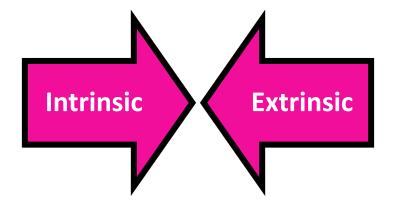
Reward

Any perceived payoff for time or effort put into a task.

- Intrinsic vs Extrinsic
- Reward Types
- Reward Impact
- Schedules

Intrinsic Reward

When the value is derived from the activity itself.



Extrinsic Reward

When the value is external to the activity.

Reward Types



Mechanical



Material



Sensory



Social



Progression



Skills



Reward Impact

Ultimate

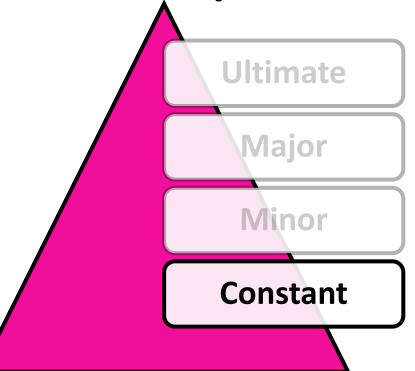
Major

Minor

Constant



Reward Impact

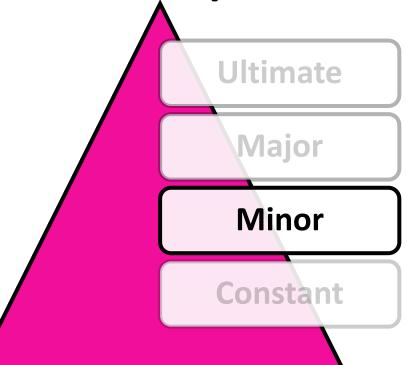


Given at the end of most if not all encounters.

Provides a baseline motivation and acknowledgement that the player has done something positive.

Alone they have minimal to no impact.

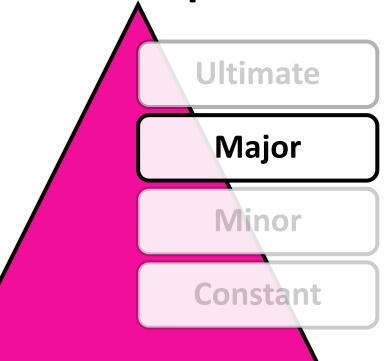
Reward Impact



Given intermittently punctuating each segment.

Offers a small but not insignificant benefit that may compound.

Reward Impact



Given infrequently, typically after conquering a given segment or difficult hurdle.

Represent a noticeable spike all on their own.

Reward Impact

Minor

Constant

Only given a specially designated points in the experience.

Fundamentally alter the player's relationship to the game permanently.

Schedules

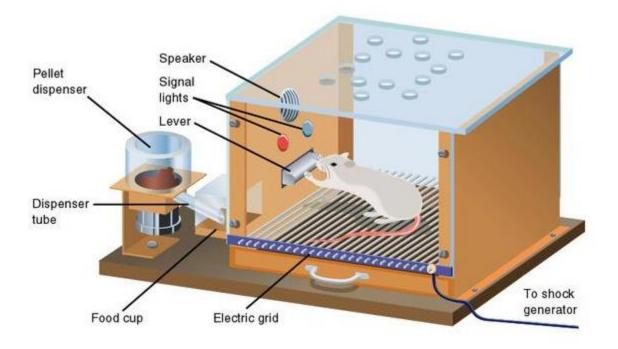
Frequency

The rate at which a reward is granted over time.

Reliability

The likelihood a reward will be given in a certain time interval.

Schedules





Extra Material



This Psychological Trick Makes Rewards Backfire



Extra Material



Throwing Out the Dopamine Shots: Reward Psychology Without the Neurotrash



