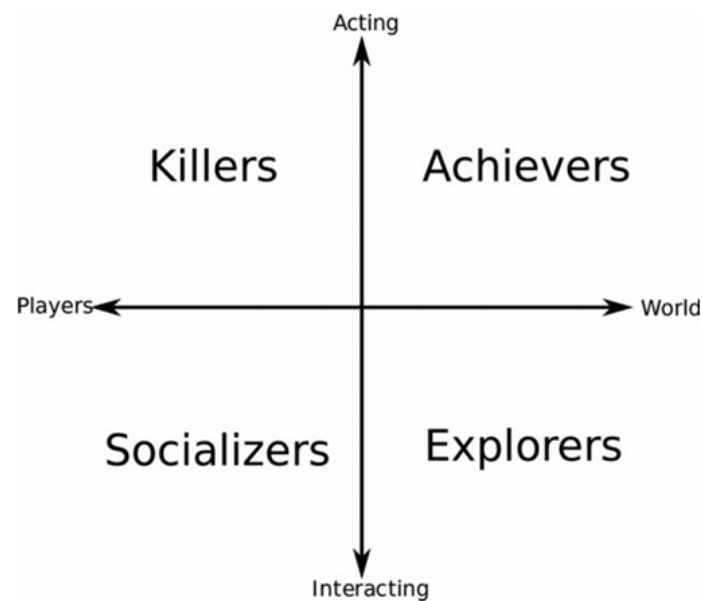# Lecture6 The Player's the Thing

1. Who are your Players

Bartle's Taxonomy

> In the mid-1990s, Richard Bartle published a paper that categorized players according to their actions or motivations within a game.
>
> *Bartle, R., Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs, 1996, published at http://mud.co.uk/richard/hcds.htm.*

- Four basic groups

    - Achievers
    - Explorers
    - Killers
    - Socializers

Achievers

- Strive to conquer the world and everything in it
- Be the top of the leaderboards, complete every quest, find every item
- They want to act upon the world and beat the game

Explorers

- Poke their way into every nook and cranny of a game world, find every hidden area, and to uncover every secret
- They take joy in discovery, on interacting with the world

Killers

- Act on other players
- Ruin others' gameplay experiences, by griefing, team-killing, and other acts of malicious mayhem
- Help others, improve their experiences in the game

Socializers

- Interact with other people
- They're the folks who spend all their game time in guilds, accompanying others on raids, and crafting items to help other players.

Quantic Foundry

[Quantic Foundry - The Science of Gamer Motivation](#)

Action "Boom!"	Social "Let's Play Together"	Mastery "Let Me Think"	Achievement "I Want More"	Immersion "Once Upon a Time"	Creativity "What If?"
Destruction Guns. Explosives. Chaos. Mayhem.	**Competition** Duels. Matches. High on Ranking.	**Challenge** Practice. High Difficulty. Challenges.	**Completion** Get All Collectibles. Complete All Missions.	**Fantasy** Being someone else, somewhere else.	**Design** Expression. Customization.
Excitement Fast-Paced. Action. Surprises. Thrills.	**Community** Being on Team. Chatting. Interacting.	**Strategy** Thinking Ahead. Making Decisions.	**Power** Powerful Character. Powerful Equipment.	**Story** Elaborate plots. Interesting characters.	**Discovery** Explore. Tinker. Experiment.
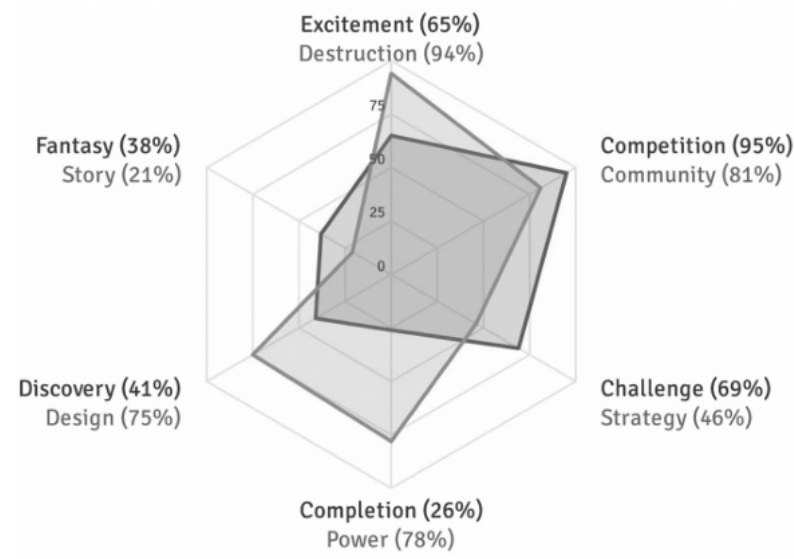
Attention

- Only a small fraction of the audience for your games thinks just like you
- The audience you're targeting is far more diverse than you might think
- It's essential to consider the potential breadth of your audience as you decide on the gameplay, story, and aesthetics of your game.

2. What do Players Want

List as many game genres as you can, then write down the one or two core game mechanics in each.
Find what are the keys to creating the player experience?

3. How are you going to deliver that Experience

- Ask how each mechanic improves the player experience.
- Examine your game and its mechanics at multiple points throughout development.

4. Playtesting

- Show your game design plans to students, instructors, game developers, and game players—anyone who's willing to read through them and give you feedback.
- Keep in mind that you're not fully representative of the audience for your game, but everyone you invite to playtest it represents a slice of that audience.