# Project 1

## Part 3 – Different Purposeful Game Design Principles.

In order to create purposeful video games, there are different methods that go in them. There are a lot of ways that game developers on their own can include these principles to help players get an understanding of what they’ll be playing and the results of their actions.

The first method that purposeful video games tend to use is one known as the Procedural Rhetoric. Procedural Rhetoric is a concept in which is used mainly for persuasive games. This rhetoric is the idea of influencing through rules and different procedures. In a way, the player isn’t exactly being told directly what their goal is or reason for doing certain tasks are, but rather the rules of the game that give the player the understanding of goals.

Sonic Frontiers does this in the game with a few moves that the player can learn as they play. One of the moves being Cyloop. Cyloop’s description is the following: “run around while leaving a light trail. After creating an enclosure with the light trail and then releasing the button, various effects can happen”. This move ties in with Procedural Rhetoric is that it doesn’t tell you when to use this or if it is required, but the game persuades the player that each of the acquired materials have uses even if they do not believe so. Those uses can change how anything can go moving forward as well. For example, some structures within the map are required for the player to use the move in order to complete the game. There are also enemies that block attacks for a long time until Cyloop is used which drops their defense and gives them essential items when the enemy is defeated.

One popular game known as Undertale does this as well with the decisions made by the player. The game itself is encouraging the right decisions without communicating to them, but it doesn’t mean that they aren’t allowed to make bad decisions as well. The game makes sure that the consequences are marked in the player’s mind and game file to make sure they remember that what they do has great consequences.

Another game that does Procedural Rhetoric is Spelunky 2. Spleunky 2 is a platforming game in which builds up more content from its previous version. Not only having different types of outcomes to situations but encouraging more playthroughs even after reaching the goal.

The second method that purposeful video games tend to use is Gamification. Gamification is the art of using the learning process as a whole and turning it into a video game. What this means is that there could be game elements that are applied to the process of learning. This gives more of an interactive experience for the individual who wishes to learn. Miller (2013) explains a connection that comes with gamification makes us more receptive to learning. What this means is that the more we use these elements, the more likely we will be more engaged in the learning process.

Trivia Murder Party from Jackbox Party Pack 3 does this well in the minigames itself. The game applies a point and ranking system, and the players can win the game the more questions they answer correctly. The questions are also timed which not only test the knowledge of the player but also the fast-thinking skills.

Kahoot! is a platform that uses gamification as well. The way they use is by applying a point system, a streak based on how well the player is doing,

The third method that purposeful video games tend to use is known as Simulation Training. In purposeful games, simulation training is used to prepare a player for real world situation by training their skills or one specific department. One example given by Jayakanthan (2002) is that simulation games can be used to train someone for the military.

Cyberpunk 2077 does this in a way. It prepares the player for the dangerous streets of Night City as crime and conflicts are unavoidable at times or can happen within any given moment. This is done through a virtual training session that the main character uses in order to train them as there will not be second chances or tips outside of the training session. This is accurate to real life as you only get one shot at some certain opportunities with your skills.

PC Building Simulator 2 uses Simulation Training as well. It gives the player more of an idea of what type of materials they will be working with and how one could potentially set up, enhance, and fix some issues regarding pcs. There are also game elements to help differentiate it from a simulation as there are goals, communicated missions, challenges, rewards, and hidden missions as well.