

GAT 315

3D Game Design I

Instructor

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Office Hours

- Tuesday 3pm-4:30pm
- Thursday 1pm-3pm



Expression Engagement Type

- Engagement Type Overview
- Expression Mechanics

**PLEASE SILENCE
ALL ELECTRONIC DEVICES**

THANK YOU



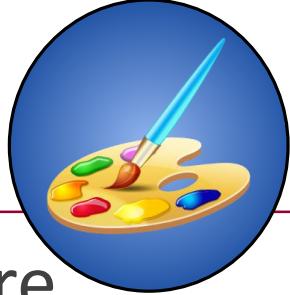


EXPRESSION ENGAGEMENT TYPE

Expression Engagement Type

- **Expression:** *The satisfaction of showing others who you are, what you have done, and what you can do*
 - **Individuality:** personalization, independence, freedom, dissent, contrariness, imagination
 - **Recognition:** social status, fame, glory, influence, notoriety, validation, exhibition
 - **Creation:** crafting, fabrication, construction, invention, artistic works, intellectual works

Motivations of Expression



The Expression engagement type is driven primarily by two core motivations:

- **Autonomy**
 - The desire for agency, volition, spontaneity, and taking action.
- **Novelty**
 - The desire for something new or different.

Games almost never have Expression present alone, as it is usually supported to some degree or another by another engagement type.

- The key to Expression games is having a **large and meaningful possibility space** created by the mechanics.

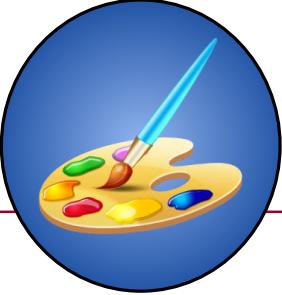
Expression Mechanics by Subtype



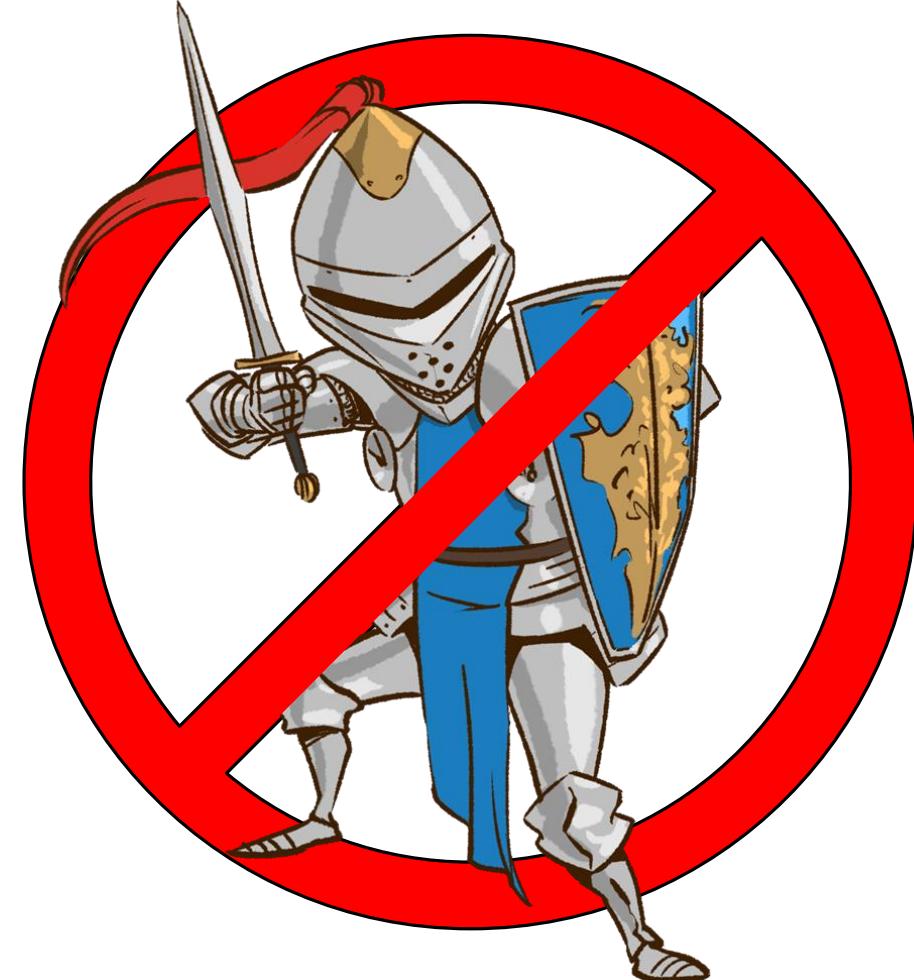
Expression mechanics only become expressive when there are many options to explore and choose from. The more options, the better!

Expression Subtype	Single Player Mechanics
Individuality: personalization, independence, freedom, dissent, contrariness, imagination	Avatar Customization Dollhouse/Decoration Animal Companions Character Naming Sandbox Interactions Character Dialogue (deep and meaningful choices)
Recognition: social status, fame, glory, influence, notoriety, validation, exhibition	Trophy Items/Equipment Avatar Titles Fame/Reputation (many options to alter fame/reputation and changes to gameplay based on that) Machinima/YouTube Twitch streaming
Creation: crafting, fabrication, construction, invention, artistic works, intellectual works	Crafting Systems Dollhouse/Decoration Building/World Altering

Action and Expression



- Generally speaking, action games tend to be inherently incompatible with Expression.
- That's not to say that they can't have Expression in them, but it is generally impossible to do both at the same time and Expression will tend to suffer.
- Expression games value thought and creativity, whereas action games value reaction speed.

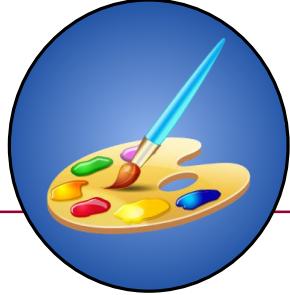




CLASS DISCUSSION

Expression Mechanics

Key Expression Mechanics



A few of the most important mechanics to consider:

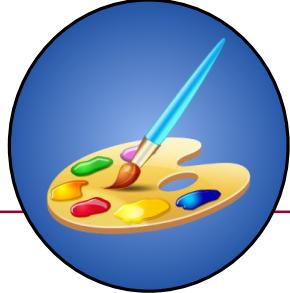
- **Avatar Customization**
 - Avatars are a great mechanism for expressing individuality, but it is of limited utility when you can only do it once or twice.
 - Costumes
 - Paint Jobs
- **Dollhousing**
 - This encompasses all forms of decoration and customization of personal environments.
 - Environmental Decoration
 - Housing Decoration
- **Crafting Systems**
 - Crafting systems are becoming more and more mainstream thanks to the success of games like Minecraft. Crafting allows you to discover and build items that you can't get in any other way.



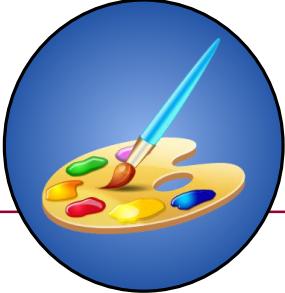
ALEXA MEADE

AVATAR CUSTOMIZATION

City of Heroes



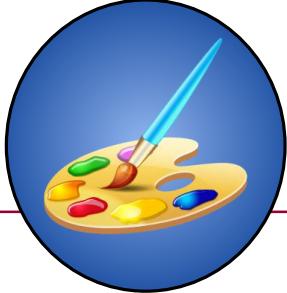
Forza 2



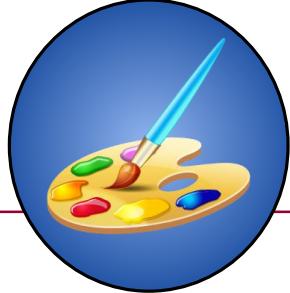


DOLLHOUSING/WORLD BUILDING

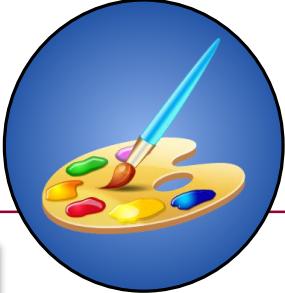
FarmVille



FarmVille



SimCity



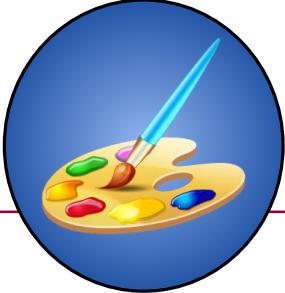
Super Mario Maker





CRAFTING

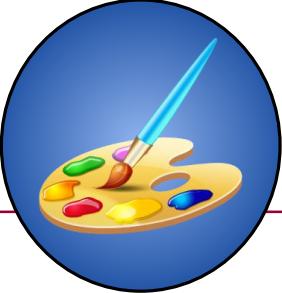
Zed's Alchemy



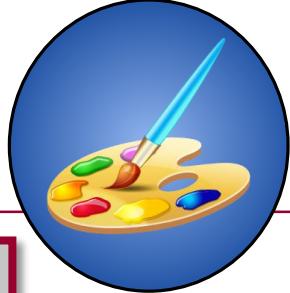
Airplane:	metal + bird
Albert Einstein:	scientist + energy
Alcohol:	fire + water
Alcoholic:	man + alcohol
Algae:	life + water
Alien:	star + life
Aluminum:	airplane + metal
Ambulance:	hospital + car
Arable:	earth + tool
Arms:	metal + tool
Ash:	fire + tree
Ashtray:	ash + glass
Assassin:	man + poisoned weapons
Australia:	kangaroo + country
Avian Flu:	flu + bird

390 Items

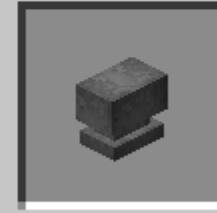
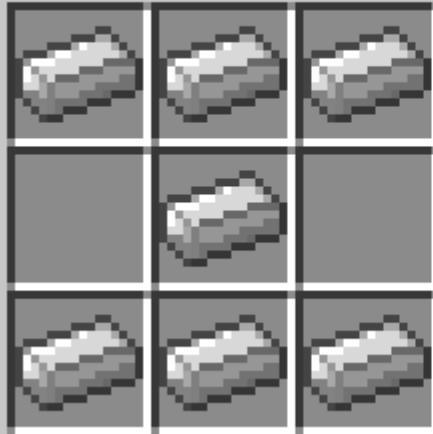
Minecraft



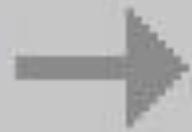
Minecraft



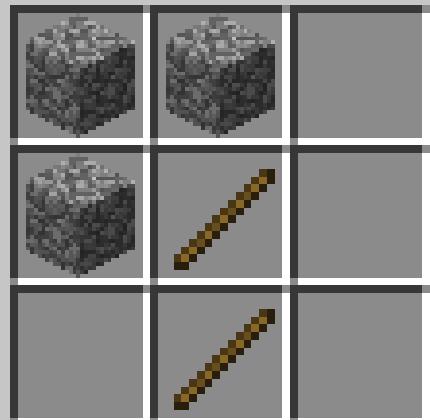
Crafting



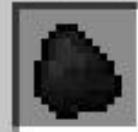
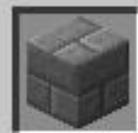
Crafting



Crafting



Furnace



500+ Items



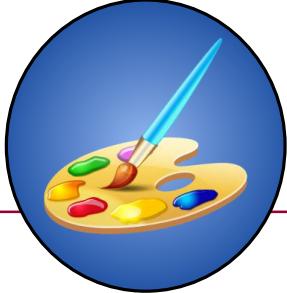
CLASS DISCUSSION

Why Minecraft Works



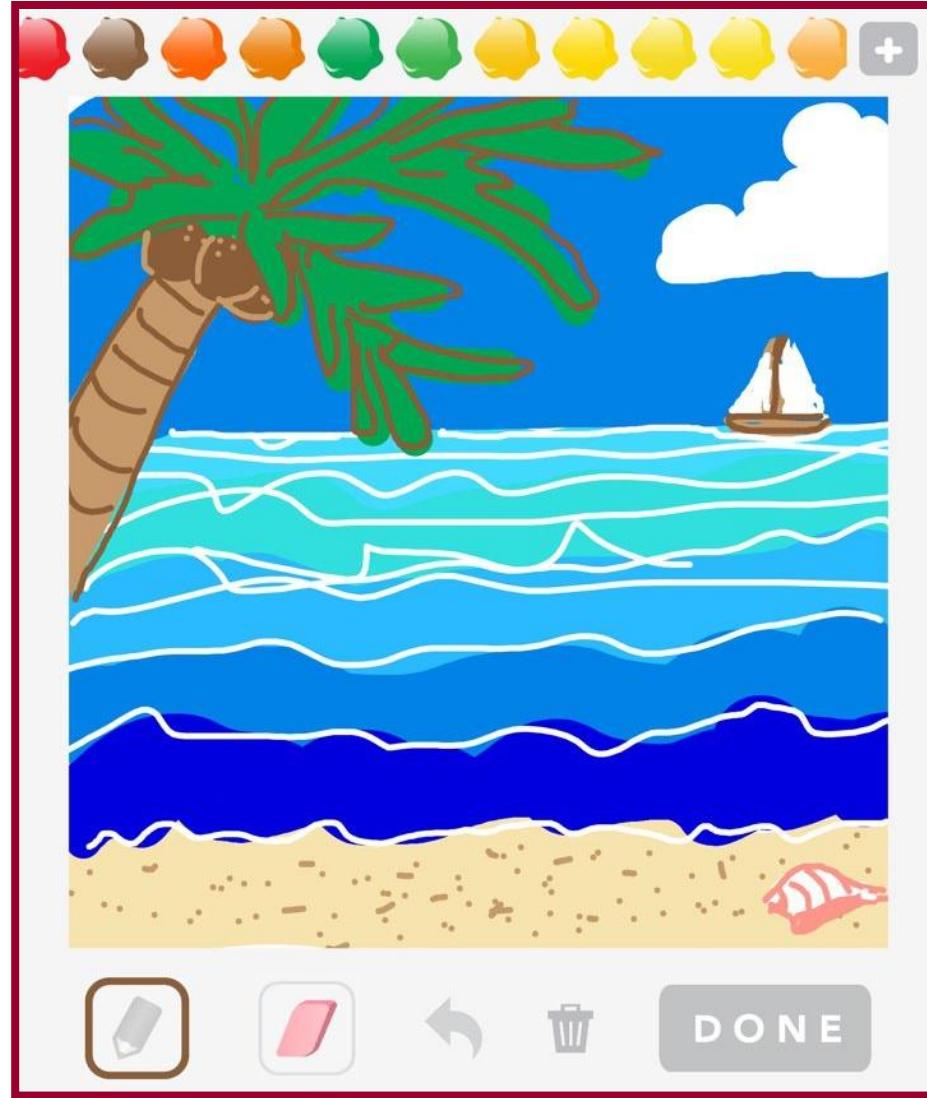
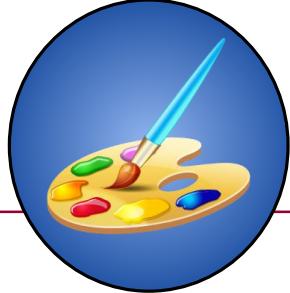
CREATIVE EXPRESSION

Scribblenauts



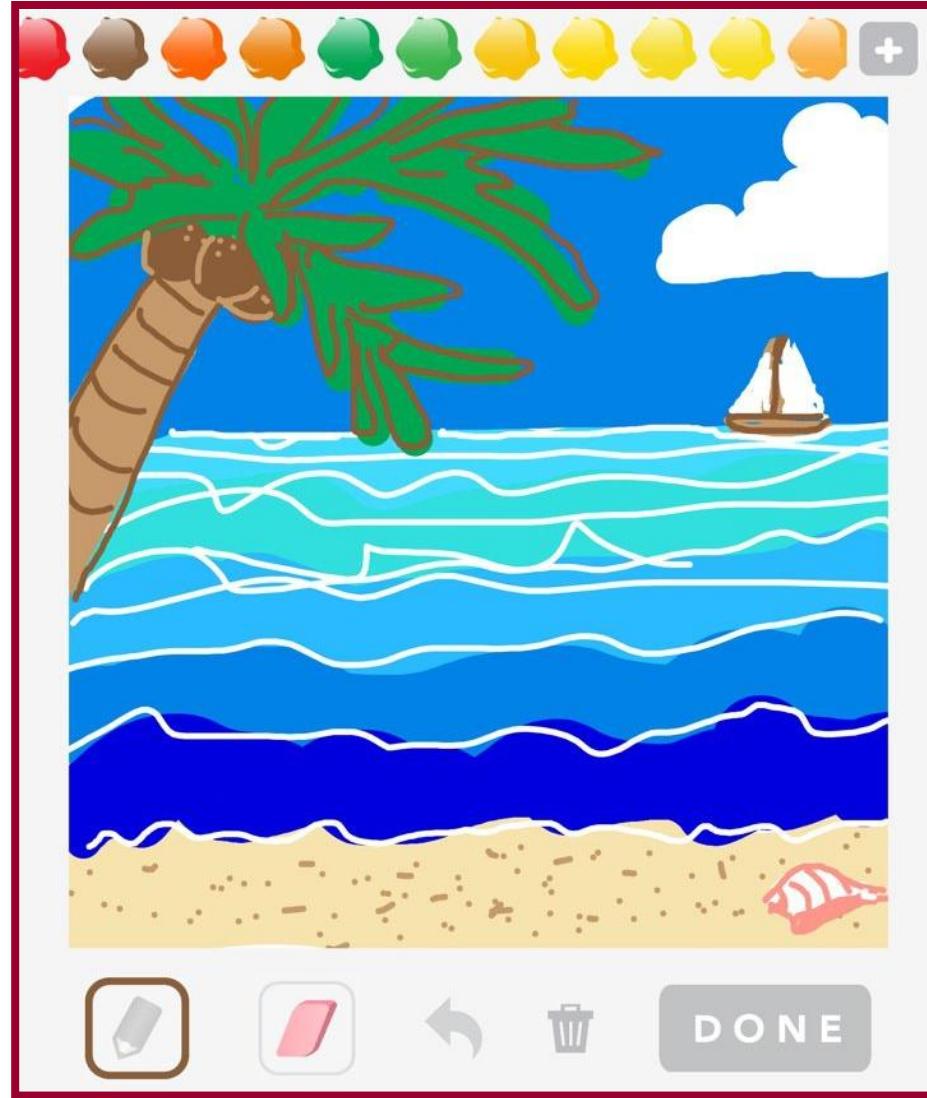
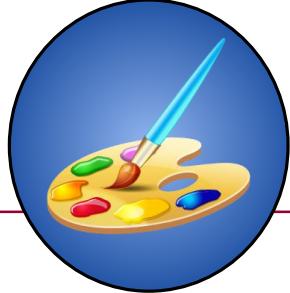
10,000 Items

Draw Something



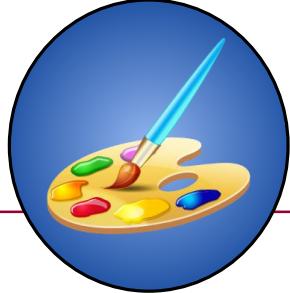
Answer: ???

Draw Something



Answer: TROPICAL

Expression Assignment



Expectations

- 50+ meaningful interactions
- Supporting mechanics
 - How do you demonstrate the meaningful nature of your interactions (i.e., USE them)
- Must support saving (to the same location as the executable)
- *May not* have a game ending, but must have a way to measure progress



See You Next Class