Awe and Wonder

* Definition of awe
  + A feeling of great respect sometimes mixed with fear or surprise – Cambridge Dictionary
  + If something is awe-inspiring, it causes you to admire or respect it a lot – Cambridge Dictionary
* Definition of wonder
  + To ask yourself questions or express a wish to know about something – Cambridge Dictionary
  + To feel or express great surprise at something – Cambridge Dictionary
  + A feeling of great surprise and admiration caused by seeing or experiencing something that is strange and new – Cambridge Dictionary

**The Art of Game Design, Jesse Schell**

* Wonder is defined as “The overwhelming feeling of awe and amazement” – p130

**Why We Play Games: Four Keys to More Emotion Without Story and Chasing Wonder: the Future of Engagement, Nicole Lazzaro – 59:38**

* Wonder; Over whelming improbability. Curious items amaze players at their unusualness, unlikelihood, and improbability without breaking out of realm of possibilities.
* Rich stimuli and ambiguity, as well as detail cause the player to pause with wonder and curiosity
* Easy fun and chasing wonder – GDC Vault
  + Novelty creates that hook and grabs the user’s attention, pulling them into the new world
    - Gaps increase engagement, joy of controls and discovery create curiosity, surprise and wonder
    - Grab attention with ambiguity, incompleteness and detail
* Emotions: Understanding Faces and Feelings, Paul Ekman
* Theory of Fun for Game Design, Raph Koster
* Designing Virtual World, Richard R. Bartle
* Pleasures of the Brain, Morten L. Kringelbach and Kent C. Berridge
* <https://www.ted.com/talks/rob_legato_the_art_of_creating_awe/transcript>
* <http://changingminds.org/explanations/emotions/basic%20emotions.htm>
* <https://ppw.kuleuven.be/cscp/documents/mesquita/frijda-mesquita-1998-the-analysis-of-emotions-dimensions-of-variation.pdf>
* <https://www.youtube.com/watch?v=zz_xKntAT5U>
* <https://www.youtube.com/watch?v=Qtr5U4nLC7o>
* <https://www.ted.com/talks/dan_pink_on_motivation/up-next>
* <https://wiki.p2pfoundation.net/Intrinsic_vs._Extrinsic_Motivation>
* <https://www.pchrome.com/psychology-mans-attraction-shiny-objects/>

How Can We Use These Techniques in Our Game

**How can we forge exploration, fantasy and creativity into game mechanics, in order to create curiosity, surprise, awe and wonder**

* Exploration and creativity 🡪 We can create curiosity in our game using the combinations of seeds, players must discover which seed combinations provide them with new flowers to plant - similar to Doodle God when players discover a new element through a new combination
  + Player will question what will happen when they combine different seeds; when attempting to elicit curiosity it is important to leave something to the imagination

**Rewarding players with emotion to increase intrinsic motivation**