**MDA for Digital and Non Digital Games**

Non-Digital Games:

Cluedo

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| Mechanics | Dynamics | Aesthetics |
| * Turn based * 3-6 players * Moving around a board * Secret passages provide shortcuts for movement across the board * Rolling a die * Solving a mystery * Hidden information * Revealing information throughout the game – each player has different information revealed to them throughout the game and no players know what is in the envelope, the goal is to find out * Cards for suspects, weapons, rooms * Moving items and other players around the board * Exchange of information between players | * Strategy – choosing which room to go to, which information you want to find out, which cards to show the other players * Guessing * Solving * Keeping track of information * Playing carefully – don’t want to lose by making a wrong guess about what is in the envelope * Competition * Cooperation | * Suspicion * Tension – if you think someone is about to make a guess * Fiero * Concentration * Anticipation – finding out new information * Frustration – not being able to get useful information |

Game of Life

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| Mechanics | Dynamics | Aesthetics |
| * Turn based * 2-6 players * Board game * Choice – whether to go to college or immediately begin a career, where to retire * Collect money * Need to retire as the wealthiest player at the end of the game * One player is the banker * Mainly chance based – rolling a die, spinning a wheel * Cards – salary, career, house, stock * Spinning a wheel | * Strategy – deciding whether to go to college or not at the start of the game, deciding where to retire at the end of the game | * Laughter * Fiero * Schadenfreude * Anticipation |

Pictionary

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| Mechanics | Dynamics | Aesthetics |
| * Players given a word to draw * Can be played in teams * Take turns to draw or guess * Other players must guess what the word is * Chance and skill – ability to draw well, can’t choose what you have to draw * Time based | * Drawing quickly * May draw literally or try to convey hints * Competitive * Arguing * Shouting incorrect guesses, players may shout as many guesses as possible within the time limit, even if they don’t think they are correct | * Laughter * Fiero * Shouting * Frustration – when you don’t know what the picture is supposed to be or if it’s your turn to draw and no one can correctly guess * Players may try to cheat |

Downton Abbey The Board Game

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| Mechanics | Dynamics | Aesthetics |
| * Turn based * Players must move around a board * Players each get given task cards at the start of the game with varying rewards for completing them * The player with the most points at the end wins | * Strategy – deciding which rooms to go to first to take the quickest route, planning a path * Sabotaging other players by sending them back to the start * Deciding whether to take a chance and land on a space that lets you draw a card, outcome may be positive or negative * Prioritising certain cards for more points | * Concentration * Anger/frustration – certain cards making you lose points/miss a turn * Disbelief when other players seem to get lucky multiple times in a row with their cards |

Digital Games:

Quiplash 2

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| Mechanics | Dynamics | Aesthetics |
| * 3-8 players but can have a larger audience voting and not taking part in coming up with the answers * Players take part using their mobile phone * Players are presented with a sentence and must give the funniest answers in order to score points * Voting – players must vote for the funniest answer * Hidden information – no one knows which player wrote which answer | * Inside jokes with friends * Vote on favourite answer * Strategy * Sabotage - might vote for a less funny answer to stop someone from getting points or if you think you know the person in the lead wrote that answer * Bluffing * Forming alliances * Convincing other players to vote for your answer * Choosing answers that will appeal to other players * Humour | * Laughter * Sighing at bad jokes * Fiero when your answer is chosen as the funniest |

Fakin’ It

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| Mechanics | Dynamics | Aesthetics |
| * Players use their mobile phone to take part * Hidden information * Each player is sent a task to their device (“raise your hand if you’ve ever done this”, etc– one player (the faker) gets nothing * Faker has to try to blend in and pretend they knew what the question was * Voting - Other players have to guess who the faker is | * Bluffing/lying * Suspicion * Using social cues * Analysing other players * Forming alliances * Trying to convince other players * Trying to catch other players out by asking questions | * Laughter * Amusement |

Survive the Internet

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| Mechanics | Dynamics | Aesthetics |
| * 3-8 players * Players use their mobile phones to participate * Players get sent a question on their phone and have to reply with an answer, the answer then gets sent to another player without the question included and this person has to take the answer they received answer out of context and make it sound bad * Players vote on the most absurd answer * Hidden information – players don’t know which player wrote what | * Humour/dark humour * Players might try to guess who created which answer * Players might try to add shock value to their answers in order to gain votes * Trying to convince other players to vote for your answer * Inside jokes | * Laughter * Shock at some of the answers * Arguing * Fiero when your answer gets the most votes |

Fibbage

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| Mechanics | Dynamics | Aesthetics |
| * 3-8 players * Players must try to trick each other * Mobile phones * Players must answer a question about themselves truthfully and lie about other players * Test of how well players know each other * Get points for fooling people and for finding the truth * A sentence about another player that may be true or false based on these answers is displayed on the screen and players must guess whether it is true or not | * Bluffing * Memory – trying to remember things about other players * Trying to write an answer that sounds convincing to the other players * Guessing who might have written each answer | * Laughter * Fiero * Arguing with other players * Amusement * Making fun of other players * Anger at some of the answers |