Practical Prototyping Year 2 Useful Links:

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| Link | Contents |
| <http://www.gamasutra.com/blogs/JosephKim/20140323/213728/The_Compulsion_Loop_Explained.php> | * Compulsion loop * Contains information about reward schedules – ratio/interval |
| <https://www.bigfishgames.com/blog/game-design-secrets-to-creating-irresistible-games/> | * Core loops * How to keep players playing * Assess, choose, act, reward * Positive reinforcement |
| <http://www.gamasutra.com/view/feature/131494/behavioral_game_design.php> | * Behavioural game design * Rewards * Contingencies and schedules * Ratios/intervals |
| <http://www.gamasutra.com/view/feature/131420/the_psychology_of_choice.php> | * The psychology of choice * Maximizing, risk, matching and how they affect choice |
| <http://www.psychologyofgames.com/2010/11/endowed-progress-effect-and-game-quests/> | * Endowed progress – giving players items to start with |
| <http://www.psychologyofgames.com/2010/02/the-endowment-effect-and-used-game-sales/>  and  <http://community.vfs.com/arcade/2014/03/think-design-the-endowment-effect/> | * Endowment effect – placing more value on the things we already own |
| <http://www.gamasutra.com/view/news/125537/Analysis_Option_Availability_And_Loss_Aversion_in_Game_Design.php>  and  <http://www.mechanics-and-meeples.com/2013/05/28/psychology-of-gaming-loss-aversion/> | * Loss aversion * Option availability * Scarcity |
| <https://yukaichou.com/gamification-study/8-core-drives-gamification-6-scarcity-impatience/> | * Scarcity and impatience |
| <http://makethemplay.com/index.php/2016/06/30/in-game-economics-scarcity/> | * Scarcity/plenitude and their effect on value |
| <https://www.youtube.com/watch?v=QCSXEKHL6fc&list=PLhyKYa0YJ_5BkTruCmaBBZ8z6cP9KzPiX&index=53>  and  <http://makethemplay.com/index.php/2016/09/01/board-game-theme-and-other-metaphors/> | * Game affordances * Themes |
| <https://www.gamasutra.com/view/news/283044/5_questions_you_should_be_asking_playtesters_to_get_meaningful_feedback.php>  and  <http://nothingsacredgames.com/board-game-design-basics-playtest-part-i/>  and  <http://nothingsacredgames.com/board-game-design-basics-playtest-part-ii/> | * Playtesting |
| <https://www.jesperjuul.net/text/openandtheclosed.html> | * Games of emergence and games of progression |
| <https://gamebalanceconcepts.wordpress.com/> | * Balancing game economies * Economic systems |
| <http://www.3dtotalgames.com/trading-fun-profit/>  and  <https://dr.wictz.com/2015/01/trade-mechanic-equilibrium-in-board.html> | * Trading mechanics in games |
| <http://makethemplay.com/index.php/2016/04/19/in-game-economics-resources/> | * Game economies * Resources (first order resources, second order resources, crafting, etc) |
| <http://makethemplay.com/index.php/2016/04/29/in-game-economics-resources-are-temporary/> | * Resources |
| <https://dr.wictz.com/2014/11/market-mechanic-lecture-retrospective.html> | * Trading * Auctions |
| <http://makethemplay.com/index.php/2016/06/23/in-game-economics-time-value/> | * Time value |
| <http://makethemplay.com/index.php/2016/05/25/in-game-economics-feedback-loops/> | * Feedback and feedback loops |
| <http://makethemplay.com/index.php/2016/04/21/in-game-economics-cost-and-value/> | * Cost and value |