Mechanics, Dynamics & Aesthetics for Non-Digital Games

**HIVE**

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| Mechanics | Dynamics | Aesthetics |
| * Turn based * Placing tiles on any flat surface * Surround opponents ‘bee’ tile * 2 players * Different ways of moving tiles (skill) | * Strategy * Antagonising (warning opponent that you’re going to win “you don’t have a chance!” or knowing something the opponent has missed) * Sabotaging (blocking an opponents tile/s) * Offensive and defensive * Various speeds of playing | * Concentration (analysing the game state) * Smugness (when a player blocks opponents tile, and when player wins) * Nervousness (seeing opponent closing in) * Tension |

Travel companion – doesn’t take up a lot of space, good for killing time.

**ZOMBIES!!!**

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| Mechanics | Dynamics | Aesthetics |
| * 2-6 players * Turn-based * Tile placement * Movement and combat with dice rolls * Luck * Loss aversion (ammo, health) | * Strategy * Alliances (helping other players by not sabotaging, tile placement) * Sabotaging (picking on a player to combat more zombies) * Competition (gather as many health and ammo tiles before opponents) * Cooperation/teaming up | * Frustration (losing lives and going back to the start) * Laughter (players stitching each other up) |

**CARDS AGAINST HUMANITY**

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| Mechanics | Dynamics | Aesthetics |
| * Communication (reading out a card for players to fill in blanks) * Hidden information (cards revealed at the end of a round) * Turn-based (take turns to read a black card and choose a white card) * Simultaneous (all players choose a white card after a black card is read out) * Scoring (first person to collect 10 black cards) | * Players can play very offensive/dark cards or they can play nice * Arguing (disagreements about what the best card is) * Choosing a card for the card master to read so they feel uncomfortable * Bluffing (so the card master doesn’t know who’s card is who’s) * Competitiveness | * Laughter (humorous combination of white and black cards) * Fiero (when card master chooses your card) * Anticipation (hearing others laugh to themselves) * Frustration (not getting picked) * Awkward (cards that aren’t funny) * Blushing (a player’s humour isn’t as dark as everyone else’s) * Disgust (types of cards) |

Replayability – appealing to different peoples sense of humour

**THE VOTING GAME**

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| Mechanics | Dynamics | Aesthetics |
| * Voting * Communication (reading out a card so everyone can vote for a player) * Hidden information (votes revealed at the end of a round) * Turn-based (take turns to read a card) * Simultaneous (all players vote after a card is read out) * Guessing (who voted for who) * Scoring (player first to reach 6 cards wins) | * Revealing personal stories * Rationalising (trying to explain why a player has voted for another player, or explaining a story behind the vote) * Arguing (disagreements about votes) | * Laughter (revealing truth about a friend) * Embarrassment/blushing (when players vote for something you didn’t think was true about you) * Admiration/pride (when players vote for something nice about another player – e.g “Who is most likely to make a positive change in the world”) * Amusement (shocked to hear you are voted for) |

Replayability – the game is different when you play with other people

Socialising – Good way to get to know each other, and understand how your friends see you