

What are the basic types of player? Can we uncover a comprehensive inventory of play styles? What would this teach us about

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Below you will find descriptions of nine hypothetical player patterns that I would expect to find by examining the gaming audience

Caillois' patterns of play, Agon , Alea , Mimicry and Ilinx , plus Ludus and Paidia . No study has ever been conducted on player a

Emotions. Not just the ones Nicole Lazzaro reports in her Four Keys Model (which of course I adore), but all the emotions that m

Skills (derived from Temperament Theory), namely Strategic , Tactical , Logistical andÂ Diplomatic skill sets.□

Additionally, as before, data on favourite games would be collected. (We didn't learn much from least favourite games, and I'm d

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The method will, alas, be survey based, relying on self-reporting. As such, it will be prone to errors, but I believe it may still be w

Now, let's look at the hypothetical patterns. The first four "basic players" are named after the DGD1 types; the remaining five exp

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The (Hypothetical) 9 Basic Players□

Conqueror□

"I'll beat any challenge"□

Play: Hard Agon□

Emotions: Anger/Fiero, (Fear?)□

Skills: Strategic, Tactical & Logistical□

The fiero-seeking Conqueror is the economic mainstay of the upper market of videogames, thriving on a diet rich in First Person

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"I have to know how it works"□

Play: Complex Ludus, Agon□

Skills: Strategic□

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The strategic-minded manager is a complexity-seeking player. Games with many rules, including both strategy games, and certa

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