Quiz 2

1. Which of the following are reasons to treat the users of your gamified system as "players"? (Check all that apply)

   ☑ Players feel a sense of autonomy.

   > ✓ **正确**
   > As stated by Prof. Werbach in lecture 3.2.

   ☐ Players imply winners and losers.

   ☑ Players are at the center of the game.

   > ✓ **正确**
   > As stated by Prof. Werbach in lecture 3.2.

   ☐ Players define the rules of the game.

2. Which of the following is a common design rule for games and gamification?

   ○ The most graphically realistic games are the most successful.

   ⦿ The player should experience a journey from novice to mastery.

   ○ Games should either be easy or hard, depending on the types of players they seek to attract.

   ○ Leaderboards are necessary for any successful game.
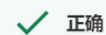
   > ✓ **正确**
   > As stated by Prof. Werbach in lecture 3.3.

3. According to Nicole Lazzaro, which of the following are types of fun? (Check all that apply)

   ☑ people fun

   > ✓ **正确**
   > As discussed in 3.5 (Anatomy of Fun), this is one of the 4 types of fun identified by Nicole Lazarro

   ☐ discovery fun

   ☐ quiet fun

   ☑ hard fun

   > ✓ **正确**
   > As discussed in 3.5 (Anatomy of Fun), this is one of the 4 types of fun identified by Nicole Lazarro

4. Which of the following characteristics of points can directly motivate the players using a gamified system? (Check all that apply)

☐ They provide data for the game designer.

☑ They display a player's progress.

> ✓ **正确**
>
> As described by Prof. Werbach in lecture 4.3.

☐ They provide a persistent representation of a specific achievement.

☑ They illustrate the different degrees of value attached to particular choices and actions.

> ✓ **正确**
>
> As described by Prof. Werbach in lecture 4.3.

5. Which of the following game design techniques go beyond the basic functionality of game elements to produce engaging experiences?

☐ Leaderboards ranking players against each other

☑ A pathway to mastery and expertise

> ✓ **正确**
>
> As described by Prof. Werbach in lecture 4.4.

☐ Charts which mark progress towards a goal

☐ Scores which outline a win state

6. When a player first begins Plants vs. Zombies, the game directs the player to certain actions. The first level involves a limited number of monsters, making failure at that stage nearly impossible. These characteristics are examples of:

○ Constitutive rules

○ Feedback loops

◉ Scaffolding

○ Meaningful choices

> ✓ **正确**
>
> As described by Prof. Werbach in lecture 3.3.

7. "Thinking like a game designer" means: (Check all that apply)

☐ Having and applying sound technical skills (visual design, storytelling, etc.)

☐ Concentrating on how to get people to play, not on keeping them engaged once they start

☑ Focusing on the structures or frameworks that engage and retain players

> ✓ 正确
> As discussed in 3.2 (Think like a Game Designer), this is really the focus of a game designer

☐ Having significant experience as a competitive advanced-level gamer

8. Take a look at this screenshot from Fitocracy.com. In it, we see the designers implementing a variety of game elements. In addition to describing each activity as a quest, it also assigns different values for each activity. In what way does this develop player motivation?

○ The quests allow a player to assume a role distinct from the routine exercises of the real world.

○ The presentation brings players into a unique aesthetic experience.

○ The points define a win state the players can achieve.

○ Players who choose a task with a higher point value are always more motivated than players who choose a task with a lower value.

◉ Assigning different values to each activity gives the player choices.

> ✓ 正确
> Players can balance the point values against their preferences to choose what to do.

9. According to the Pyramid of Gamification Elements discussed in the lectures, "win states," "rewards," and "transactions" are examples of:

◉ Mechanics

○ Components

○ Dynamics

○ Progression

○ Aesthetics

> ✓ 正确
> Yes. As discussed in 4.2 (The Pyramid of Elements)

10. A described in the [Minecraft Wiki](#), the game Minecraft has three main modes: Survival, Creative, and Hardcore. (There is also an Adventure mode, but as noted on the Wiki page, it is not fully developed.)

    Given this description of the differing modes, what kind of fun can the Survival and Hardcore modes offer that the Creative mode cannot?

    ⦿ Survival and Hardcore mode provide more difficult challenges and opportunities for competition.

    ○ Survival and Hardcore mode allow the player greater room to explore.

    ○ Survival and Hardcore mode make it easier for players to build what they imagine.

    ○ Only Survival and Hardcore mode allow for teamwork.

    > ✓ **正确**
    > The key difference is that in Survival and Hardcore mode, the player can die or run out of resources. Avoiding those fates allows the player to feel a sense of victory.