Lesson 1 - Game Feelings

In this lesson, students will explore the concept of emotions and feelings in games. They will learn how to construct a game to evoke specific emotions and understand that the same game experience can lead to different feelings for different audiences. Students will identify and categorize different kinds of fun in games and analyze how these different kinds of fun appeal to different players. Through guided and independent practice, students will brainstorm examples of games that embody specific kinds of fun and research a game that exemplifies their chosen kind of fun. The lesson will culminate with an exit ticket to assess students' understanding of emotions and feelings in games.

Objectives:

- Students will understand the concept of emotions and feelings in games.

- Students will learn how to construct a game to evoke specific emotions.

- Students will explore the idea that the same game experience can lead to different feelings for different audiences.

- Students will identify and categorize different kinds of fun in games.

- Students will analyze how different kinds of fun appeal to different players.

Materials:

- Whiteboard or chalkboard

- Markers or chalk

- Handouts with examples of different kinds of fun in games

- Computer or tablet with internet access (optional)

Bell-Ringer Activity:

- Display a list of emotions on the board (e.g. happiness, sadness, excitement, fear, anger, surprise).

- Ask students to choose one emotion from the list and write a short paragraph describing a game that would evoke that emotion. They should include specific elements or mechanics that would contribute to the desired emotion.

Introduction:

- Begin by discussing the idea that games can evoke emotions and feelings from their audience.

- Ask students to share examples of games that have made them feel a certain way (e.g. excited, scared, happy).

- Explain that constructing a game to evoke specific emotions is likely to lead to a more cohesive and engaging experience for players.

- Mention that the same game experience can lead to different feelings for different audiences, depending on their individual preferences and experiences.

Direct Instruction:

- Introduce the concept of different kinds of fun in games.

- Explain that fun can be sorted into 8 different categories: sensation, fantasy, narrative, challenge, fellowship, discovery, expression, and submission.

- Provide examples and explanations for each category, using visuals or handouts if available.

- Discuss how specific kinds of fun can produce different feelings in games. For example, a game that focuses on challenge may evoke feelings of frustration or satisfaction, while a game that emphasizes fantasy may evoke feelings of wonder or escapism.

- Emphasize that different kinds of fun appeal to different players, and that game designers often consider their target audience when designing a game.

Guided Practice:

- Divide the class into small groups.

- Assign each group a different kind of fun from the list (sensation, fantasy, narrative, challenge, fellowship, discovery, expression, submission).

- Instruct each group to brainstorm and discuss examples of games that embody their assigned kind of fun.

- After a few minutes, have each group share their examples with the class, explaining how the games evoke the chosen kind of fun and what feelings they might elicit in players.

Independent Practice:

- Ask students to individually choose one kind of fun from the list.

- Instruct them to research and find a game that exemplifies their chosen kind of fun.

- They should write a short paragraph explaining how the game embodies the chosen kind of fun and what feelings it might evoke in players.

- If computers or tablets are available, students can conduct their research online. Otherwise, they can use their prior knowledge or consult game reviews or discussions.

Exit Ticket:

- Distribute exit tickets to each student.

- Ask them to write down one thing they learned about emotions and feelings in games during the lesson.

- Collect the exit tickets before the end of the class.

Closure:

- Review the main points of the lesson, emphasizing the concept of emotions and feelings in games and how different kinds of fun can evoke different feelings.

- Encourage students to think about the emotions and feelings they experience while playing games, and how game designers intentionally create those experiences.

- Preview the next lesson, which will focus on the process of designing a game to evoke specific emotions.