Lesson 4 - Core Game Loop

In this lesson, students will explore the concept of flow states in gaming and their significance in enhancing the game experience. They will learn about the various factors that can influence flow, such as game difficulty, clear goals, immediate feedback, and a balance between challenge and skill level. Students will also understand the role of a core game loop in increasing immersion and player progression. Through bell-ringer activities, direct instruction, guided practice, and independent practice, students will analyze examples of game flow and core game loops, design their own core game loop, and demonstrate their understanding of flow states in gaming through an exit ticket.

Objectives:

- Understand the concept of flow states in gaming and their importance in enhancing the game experience

- Identify the various factors that can influence flow in gaming

- Explain the concept of a "core game loop" and its role in increasing immersion and player progression

Materials:

- Whiteboard or blackboard

- Markers or chalk

- Handouts with examples of game flow and core game loops

Bell-Ringer Activity:

- Display a popular video game on the screen and ask students to share their experiences playing it. Prompt them to discuss what made the game enjoyable and engaging for them.

Introduction:

- Begin by defining the concept of flow states in gaming and explaining their significance in enhancing the game experience.

- Discuss how flow states can be achieved when players are fully immersed in the game, experiencing a sense of timelessness and complete focus.

- Highlight the benefits of flow states, such as increased enjoyment, motivation, and a sense of accomplishment.

Direct Instruction:

- Present the various factors that can influence flow in gaming, such as game difficulty, clear goals, immediate feedback, and a balance between challenge and skill level.

- Discuss how these factors can either enhance or hinder the flow experience for players.

- Provide examples of games that effectively incorporate these factors to create a seamless flow experience.

Guided Practice:

- Divide the class into small groups and provide each group with a handout containing examples of game flow and core game loops.

- Instruct the groups to analyze the examples and identify the factors that contribute to flow in each game.

- Encourage group discussions and ask them to share their findings with the class.

Independent Practice:

- Ask students to individually design their own core game loop for a hypothetical game of their choice.

- Instruct them to consider the factors discussed earlier and create a loop that promotes flow and player progression.

- Allow students time to sketch their core game loops and provide feedback and guidance as needed.

Exit Ticket:

- Distribute exit tickets and ask students to briefly explain the concept of flow states in gaming and how it can be achieved.

- Collect the exit tickets to assess students' understanding of the topic.

Closure:

- Recap the main points discussed in the lesson, emphasizing the importance of flow states in gaming and the factors that influence them.

- Highlight the role of a core game loop in enhancing immersion and player progression.

- Encourage students to apply the knowledge gained in the lesson to their own gaming experiences and future game design endeavors.

Common Core Standards:

- CCSS.ELA-LITERACY.RI.9-10.1: Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

- CCSS.ELA-LITERACY.RI.9-10.2: Determine a central idea of a text and analyze its development over the course of the text, including how it emerges and is shaped and refined by specific details; provide an objective summary of the text.