Lesson 2 - Experience

In this lesson, students will explore the concept of desired experience in game design. They will learn how game mechanics, goals, and systems contribute to creating the desired experience in a game. Through analyzing examples and engaging in hands-on activities, students will apply this knowledge to create their own game designs. By the end of the lesson, students will have a deeper understanding of how desired experiences are crafted in games and the importance of considering them in the design process.

Objectives:

- Students will understand the concept of desired experience in game design.

- Students will be able to analyze how game mechanics, goals, and systems contribute to the desired experience.

- Students will apply the concept of desired experience to create their own game design.

Materials:

- Whiteboard or chalkboard

- Markers or chalk

- Handouts with examples of game mechanics, goals, and systems

- Paper and pencils for students

Bell-Ringer Activity:

1. Display the following quote on the board: "These games encourage their desired experience by taking into consideration the experience when making design decisions."

2. Ask students to reflect on the quote and write a short paragraph explaining what they think it means in the context of game design.

3. After a few minutes, ask a few students to share their responses with the class.

Introduction:

1. Begin by explaining to students that in game design, the desired experience refers to the specific emotions, challenges, or overall feeling that the game aims to evoke in the player.

2. Discuss how game designers carefully consider the desired experience when making design decisions.

3. Provide examples of different desired experiences in games, such as excitement, suspense, relaxation, or empowerment.

Direct Instruction:

1. Explain to students that game mechanics, goals, and systems are key elements in creating the desired experience in a game.

2. Define game mechanics as the rules and actions that players can perform in a game.

3. Define game goals as the objectives or targets that players strive to achieve in a game.

4. Define game systems as the underlying structures and interactions that govern the game mechanics and goals.

5. Provide examples of game mechanics, goals, and systems and explain how they contribute to the desired experience in different types of games.

Guided Practice:

1. Divide the class into small groups.

2. Distribute handouts with examples of game mechanics, goals, and systems.

3. Instruct each group to analyze the examples and discuss how they contribute to the desired experience in the respective games.

4. Circulate among the groups to provide guidance and answer any questions.

Independent Practice:

1. Ask each student to individually brainstorm and write down ideas for a game they would like to design.

2. Instruct students to identify the desired experience they want their game to provide.

3. Have students create a list of game mechanics, goals, and systems that would contribute to the desired experience in their game.

4. Encourage students to be creative and think outside the box.

Exit Ticket:

1. Distribute small slips of paper to each student.

2. Ask students to write down one example of a game mechanic, goal, or system that they believe would contribute to a desired experience in a specific game.

3. Collect the slips of paper as students exit the classroom.

Closure:

1. Review the concept of desired experience in game design and how game mechanics, goals, and systems contribute to it.

2. Emphasize the importance of considering the desired experience when making design decisions in game development.

3. Encourage students to continue exploring and analyzing games to deepen their understanding of how desired experiences are created.