Lesson 7: Game Feel

In this lesson, the concept of Game Feel in game design is explored. Students will understand the importance of Game Feel in creating an immersive and enjoyable gaming experience. They will learn about the different aspects of Game Feel, such as responsiveness, weight, speed, and fluidity, and how these factors impact player experience. Through guided and independent practice, students will analyze examples of game characters and design their own character with specific control attributes. The lesson concludes with an exit ticket and a quiz to assess student understanding.

Objectives:

- Understand the concept of Game Feel in game design

- Analyze the impact of Game Feel on player experience

- Apply knowledge of Game Feel to create a game character with desired control attributes

Materials:

- Whiteboard or blackboard

- Markers or chalk

- Handouts with game design examples (optional)

- Computer with internet access (optional)

Bell-Ringer Activity (10 minutes):

1. Display the following question on the board: "What is Game Feel in game design?"

2. Ask students to write a brief response to the question in their notebooks.

3. After 5 minutes, randomly select a few students to share their answers with the class.

Introduction (10 minutes):

1. Define Game Feel as the focus on player feedback and the overall experience of playing a game.

2. Explain that Game Feel encompasses how the player character feels to control, including factors like responsiveness, weight, speed, and fluidity.

3. Discuss the importance of Game Feel in creating an immersive and enjoyable gaming experience.

4. Provide examples of games with different types of Game Feel, such as a fast-paced action game versus a slow and strategic puzzle game.

Direct Instruction (20 minutes):

1. Explain the different aspects of Game Feel in more detail:

a. Responsiveness: How quickly the player character responds to player input.

b. Weight: How heavy or light the player character feels when moving or interacting with the game world.

c. Speed: How fast or slow the player character moves.

d. Fluidity: How smoothly the player character's movements and actions are animated.

2. Show video clips or images of games that demonstrate different types of Game Feel, highlighting the specific aspects mentioned above.

3. Discuss how Game Feel can be influenced by game mechanics, physics, animation, sound effects, and visual effects.

Guided Practice (20 minutes):

1. Divide the class into small groups.

2. Provide each group with a handout containing examples of different game characters and their control attributes.

3. Instruct the groups to analyze the provided examples and discuss the Game Feel of each character.

4. Encourage the groups to identify the specific aspects of Game Feel (responsiveness, weight, speed, fluidity) that are evident in each example.

5. After the discussion, ask each group to share their findings with the class.

Independent Practice (20 minutes):

1. Instruct students to individually design a game character with specific control attributes.

2. Ask them to consider the aspects of Game Feel discussed earlier (responsiveness, weight, speed, fluidity) and how they want their character to feel to control.

3. Students can sketch their character design and write a brief description of the desired control attributes.

4. If available, students can use online game design tools or software to create a digital representation of their character.

Exit Ticket (10 minutes):

1. Distribute exit tickets to each student.

2. Ask students to briefly explain the importance of Game Feel in game design and provide an example of a game they have played that had a particularly good or bad Game Feel.

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

Closure (10 minutes):

1. Review the key concepts discussed in the lesson, emphasizing the importance of Game Feel in game design.

2. Summarize the different aspects of Game Feel (responsiveness, weight, speed, fluidity) and their impact on player experience.

3. Encourage students to consider Game Feel when playing games and to analyze how it enhances or detracts from their overall enjoyment.

4. Preview the next lesson, which will focus on the role of sound effects and music in game design.

Common Core Standards:

- CCSS.ELA-LITERACY.RST.9-10.4: Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 9-10 texts and topics.

- CCSS.ELA-LITERACY.RST.9-10.7: Translate quantitative or technical information expressed in words in a text into visual form (e.g., a table or chart) and translate information expressed visually or mathematically (e.g., in an equation) into words.

- CCSS.ELA-LITERACY.W.9-10.2: Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.