2. Definitions of Games

2.1 Puzzles, Games, Toys

Game designer Tj'ièn elaborates:

Puzzles

- Only one answer.
- Is confined to finding the answer to the puzzle like a riddle.
- Examples, jigsaw, Sudoku, Rubik's cube, Tower of Hanoi.

• Toys

- Is completely free in the way the player handles them.
- No hard rules that tell the player what to do or how to do it.
- The player creates its own experience.

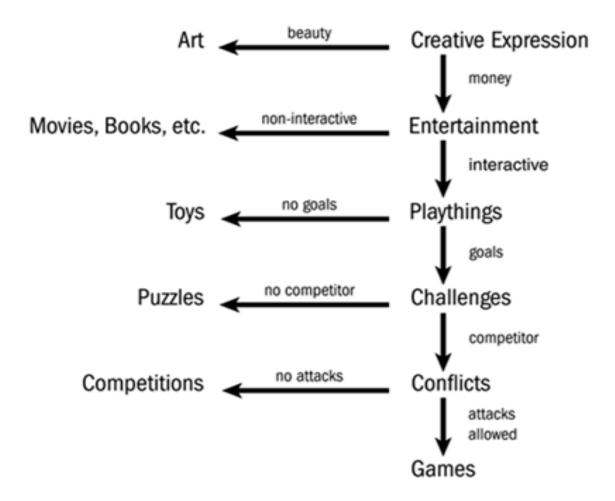
Games

- The middle between toys and puzzles.
- Allow for more freedom than puzzles and are more confined than toys.
- Games are puzzle-toys



2.1 Puzzles, Games, Toys

Definition of game (by Chris Crawford)



2.1 Puzzles, Games, Toys

Paul Z definition (Determine by ending condition)

• Toy: give up

• Puzzle: win OR give up

• Game: win OR lose OR give up before completion

2.1 Definitions of Games

• Adams: Func A game is a forn must overcome by rules, in orde

Salen & Zimr
 A game is a system
 defined by rules

Players

Goals

Rules

Challenges

playersgoverned

ial conflict, me.

Game elements

Players

• How do human affect the game?

Goals

• What is the player trying to do?

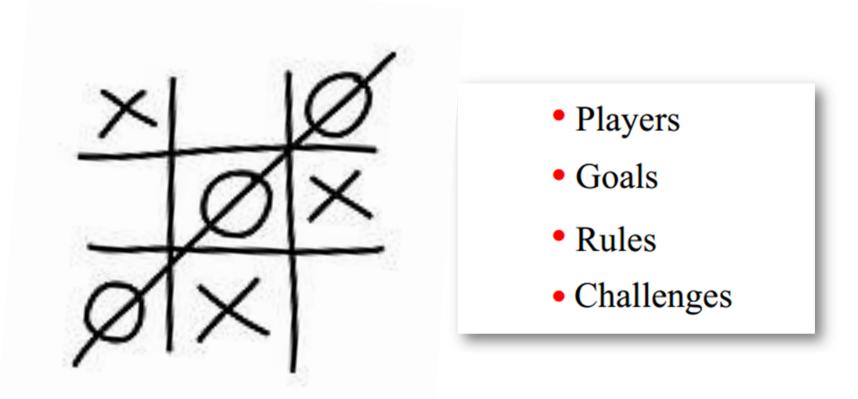
Rules

• How can the player achieve the goal ? (GamePlay)

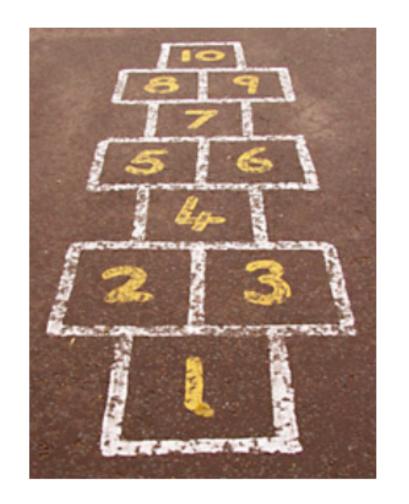
Challenges

• What obstacles block the goal?

3. Is this a Game? OX game

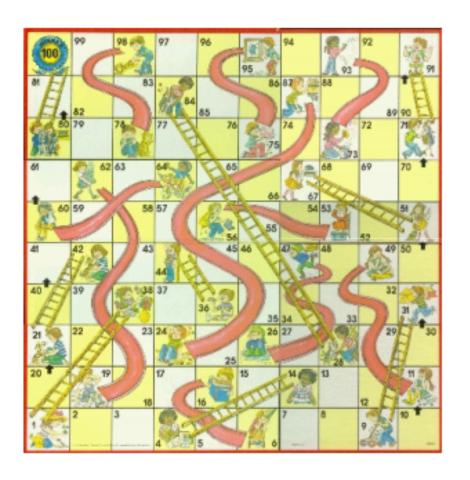


3. Is this a Game? Hopscotch



- Players
- Goals
- Rules
- Challenges

Snakes and ladders



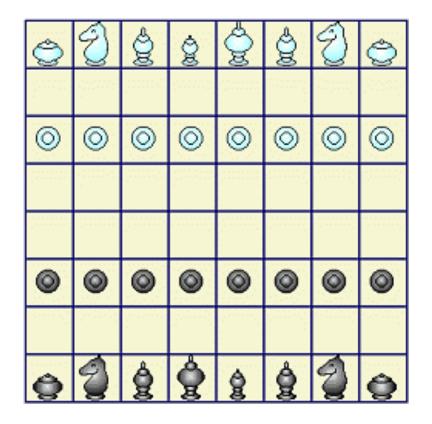
- Players
- Goals
- Rules
- Challenges

Checkers



- Players
- Goals
- Rules
- Challenges

Thai chess



- Players
- Goals
- Rules
- Challenges

Rockman



- Players
- Goals
- Rules
- Challenges

PES 2017



- Players
- Goals
- Rules
- Challenges

Plants VS Zombies



- Players
- Goals
- Rules
- Challenges

3. What is a Game?

Minecraft



- Players
- Goals
- Rules
- Challenges