

Mechanics, Dynamics, Aesthetics

In the Files section of Canvas, you will find a document titled MDA.pdf. In it, the authors discuss the ideas of Mechanics, Dynamics, and Aesthetics as is discussed in this week's video. In short, and as was discussed (you should read the document to fill in the blanks), Mechanics refers to the nature of gameplay (the means by which you move your character, fire / swing / implement your weapon, manipulate inventory, interact with the environment, physics engine responses, etc.), Dynamics is the manipulation of those mechanics in a way that impacts gameplay in unexpected or novel ways (how someone plays the game, often very individualistic) and Aesthetics represent the visual impact of the game as well as the emotional response that it can elicit in a player, regardless of genre.

For this assignment, choose any game you like from any platform; console, PC, mobile, even an analog game – although if you plan to use a mobile game you have to clear it with me first – and from any time, and **describe**, in complete and thorough detail, how each of these MDA components apply to your game; not just in terms of how they're described them above, but also in terms of how the authors present them in their paper.

You'll want to approach this assignment in a manner similar to the way in which game critics evaluate a game for review purposes. Don't simply play the game, but rather experience it. Notice the aspects of the game you don't normally notice. Try the weapons, the pathways, the techniques you don't or wouldn't normally try. It is common for people to get into a routine in terms of how they play a game; using the same weapons, the same play styles, the same techniques, the same builds, over and over. This time, switch them up, try something new. This doesn't mean just try a new weapon, it means a whole new playstyle. Take notes on the experience.

How do each of these three aspects manifest in the game you've chosen? Don't think of them as simply gestalt concepts; how do they manifest and morph as you modify your approach to the game? Do any aspects of your chosen game seem to impact one of these dimensions more than others? Examine all these dimensions from all aspects of the game experience.

Additionally, you will need to include an introductory paragraph that contains the name of your game, the genre, the platform, the developer and publisher if there is one / you know it, the objective / goal, a summary of how it's played, as well as the win condition.

Use headers: One for the game description / goal, and one each for the three metrics being discussed. Two pages max.

This can be done individually, in small groups, or by the game development groups that have been formed. If done in a group, all members must agree on the game being evaluated and have some experience with it, and it **only needs to be submitted once**. DO NOT submit

multiple copies of the same document, just have one member of the group submit the document, but BE SURE ALL NAMES ARE ON IT!

Due Sunday, October 24th at 11:59pm.