Interest Curves

The “Indirect Control” Lecture

The first slide began with “pay no attention to the man behind the curtain.” Then Tony gave us an introduction to Indirect Control, and then we looked at each type of Indirect Control and corresponding examples. First, we discussed lighting effects and an example from *The Last of Us*. Then we talked about auditory effects like Foley Art and background music. Then we discussed restricting the possibility space, and after that we discussed repetition with the “Enchantment!” dwarf. Lastly, we talked about player obedience and subversion.

The first four slides contribute to the first peak of the presentation because they are interesting and caused the room to become excited. The next five slides introduce the theory of game design, and they, by themselves, are negative on the interest curve. This was most likely a part of the lecture where Tony raised his voice in order to keep the attention of the students. Slides ten to fourteen are a high point on the interest curve because the students see Kirby, a character with which they are familiar, and that piques their interest. The segment about the changes that occur during the development process is also pretty comical. The next three slides show charts of how game designers spend their time, and this is a lower point on the curve. Tony probably accentuated his speech at this point in the lecture. The next three slides are a peak of the lecture because they use an idea that is relatable to most people, the idea that the fairy from *The Legend Of Zelda* series is very annoying. Tony also raised his voice at this point. The next twelve slides are a peak in the interest curve because the students become interested in the techniques used in games that they’ve played. The interest increased in this sequence when the students were shown the slides with the three women. Slides twenty-nine and thirty are a peak on the interest curve because the images evoke feeling of disturbance and make the student interested. Slides thirty-three to thirty-eight are lower on the curve because they describe the types of indirect control. Tony probably raised his voice during these slides. The climax or highest point of the lecture was slide thirty-nine. The material itself does not pique the interest of the students, but the example used, combined with the raising and changing of Tony’s voice, makes this slide very interesting. This slide was the slide that I remembered the most from this lecture. The last eight slides are less interesting on are lower curve, which represents the “resolution” of the lecture.

The real reason for this assignment was to illustrate the concepts that we learned in this class. Trying to remember a lecture is a perfect example of chunking and cognitive load. We couldn’t remember the whole lecture, only a few parts of it. For example, all of the slides from the lecture pass through my mind very quickly as if they only took a few seconds. In contrast, I remember the slide with Sandal very vividly, like it was explained for a few minutes, when it was really only explained for a minute at most. It can also be argued that this assignment is part of the resolution for this Game Design course. Yesterday’s lecture and the series of epiphanies, along with the fact that yesterday was our last Game Design lecture, represent the climax in the Game Design interest curve. It is usually not satisfying for something to end at the climax, so this assignment is used to lower the interest curve and give the Game Design course a proper end.

Video Game Interest Curve

One game that I’ve completed is *Scott Pilgrim vs. the World*, and I think that this game creates a well-constructed interest curve. When the game starts, the player is thrown right into the action in the first level with basically no knowledge of how to play the game. This creates a lot of interest because the player has to figure out for himself or herself how to move, jump, and attack effectively. Also, the first boss is fought only a few minutes into the game. The introductory level is the hook of the game. During this time, the player also rapidly levels up and receives new moves, which increases interest. The next few levels repeat the elements found in the first level, but are gradually less exciting, representing the smaller peaks in the curve. I think that the high points of the curve represent the boss battles, and the lower points are the time between the boss battles, where the player spends most of the level getting to the boss. During the interim levels between the hook and the climax, the player continues to level up, and the excitement slowly builds as fewer and fewer of the seven bosses remain. The climax of the game occurs during the final level, where the player battles the final boss. This level lasts longer than all of the other levels, and a lot of new moves, items, and features are introduced. After the player defeats the last boss, the interest begins to fall as the resolution occurs. A cutscene plays that explains that the bad guys are gone, and everything is good. The game facilitates the interest curve by organizing the exciting parts and features in the game and dispersing them throughout the game to create interest that lasts the duration of the game.