Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study

Rules & Goals: Rules, goals, and information (including the core loop) that enable players to progress and reach goals.

Attributes: rules, goals, and the core loop.

- What is the goal of the game? Does the game explicitly state the goal?
- How does a player win? How does the player know the end state of the game?
- What are some of the main rules of the game? How does the game present rules?
- What's the core loop (the fundamental activity repeated throughout the game)?
- How does the core loop change (difficulty or complexity) over time?

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Representation of the physical surroundings in which the player is immersed, also known as the game world.

Attribute: location.

- Where is the player in the game?
- How does the player experience that world?

Default text for environment.

The nature of the game world and story.

Attributes: fantasy and mystery, with fantasy referring to elements that are disparate from the real world and mystery as the gap between known and unknown information.

- Where is the game world on the scale from realistic to fantastic?
- Does the player know the nature of the world, or must the player figure that out?

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The player's perceptual and affective relationship with the game fiction.

Attributes: pieces and players, representation, sensory stimuli, and safety.

- How do the players see themselves in the game? What is the representation of the play in the game world?
- What are the visual and auditory aspects of the game world?
- What pieces and other players are included in the gameplay? Are they active (they can interact with the player) or passive?
- What failure can the player experience and learn in the game world that would not be possible in the real world?

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Both the presentation of problems in a game as well as the nature and difficulty of such problems.

Attributes: adaptation, challenge, conflict, and surprise; the difficulty of the game (the challenge); the nature of the problems (the conflict); the degree of uncertainty in the definition of these problems (the surprise).

- What type of challenge is the player facing? How difficult is it to tackle?
- What surprise elements does the player notice? How much information gap does the player gain in the problem definitions (from clear to a total mystery)?
- How does the game change its difficulty and complexity based on the player's actions (adaptation)?

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Specific communication rules of the game between the player and the system.

Attributes: language and communication.

- How and when does the system communicate with the player?
- How does the player interact and communicate with the system?

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The nature and content of any feedback, such as debriefings, given to the player during the game.

Attributes: assessment (the measurement of achievement, such as scoring, within the game); progress (how the player advances toward game goals).

- How does the player know how they are doing in terms of achievement? (score)
- How does the player progress against game goals? (progress)

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The degree of interaction and agency the player is capable of in the game.

Attribute: control and interaction (equipment).

- How much control does the player have over the content or gameplay?
- How does the game change in response to the player's action?

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Any human-to-human contact involved in the game.

Attributes: interpersonal and social interaction.

- Does the player interact directly with other human players within the game?
- Does the player interact socially (such as via social media or an external platform) with other human players in the game?

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Phase 1: DISCOVERY

Goal: intrigue.
Feeling:'Hmm... Maybe I should check this out!'

This is some text for discovery.

Phase 2: ONBOARDING

Goal: buy-in.
Feeling: 'I am here. Now what?'

This is some text for onboarding.

Phase 2: SCAFFOLDING

Goal: flow (challenges just above the player's head).
Feeling: 'Bring it on!'

This is some text for scaffolding.

Phase 2: ENDGAME/MASTERY

Goal: CCTA (celebrate & call to action).
Feeling: 'Congrats to me! What now? Is there a Season 2?'

This is some text for endgame.