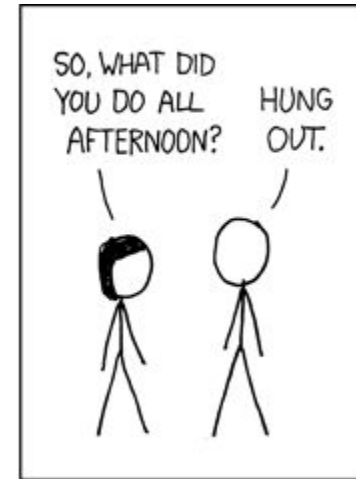
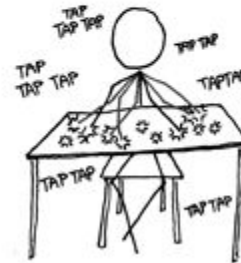
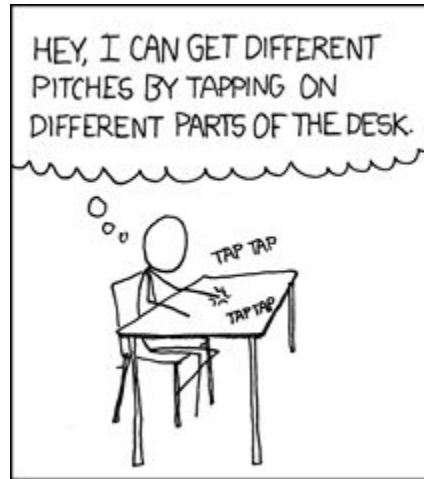


Review: 42 fun things

GameDev, TH-AB, SoSe19



(Quelle: xkcd.com)

Beispiel: Magic the Gathering

Ausgangsfrage: Was macht manche Spiele so erfolgreich?

Antworten ... gibt es viele verschiedene ...

- Jon Radoff: 42 fun things
- Psychologie: basic motivations, flow, emotions
- Narratologie vs. Ludologie
- Technologisch

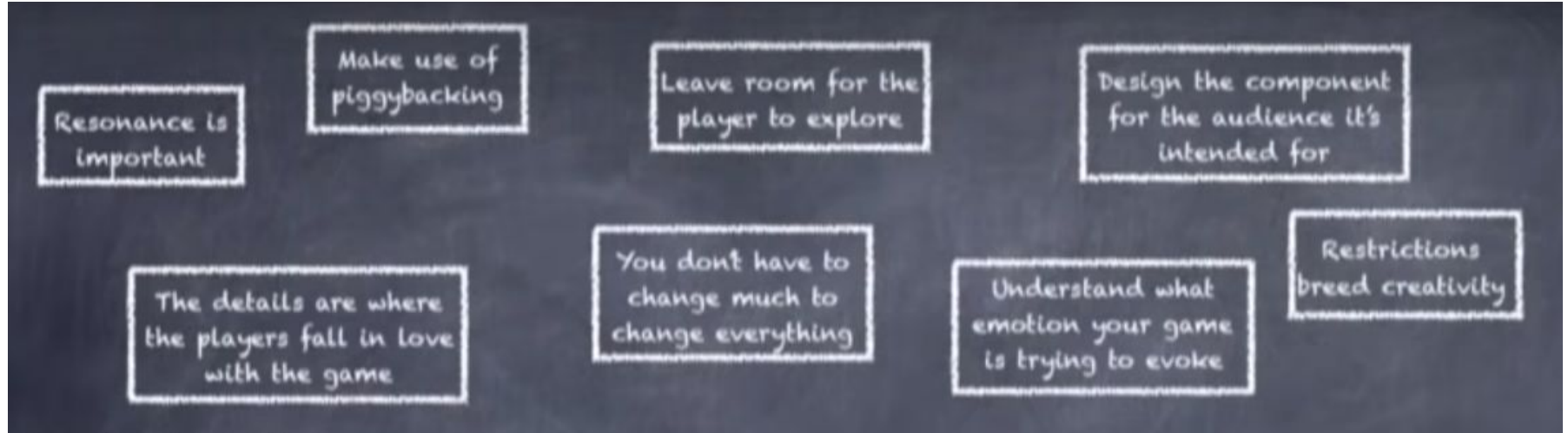
Beispiel: Magic the Gathering

Mark Rosewater, Head Designer, WotC:

“Magic the Gathering: Twenty Years, twenty lessons learned” (GDC 2016)

<https://www.youtube.com/watch?v=QHHg99hwQGY>

M. Rosewater: 20 Years, 20 Lessons learned



M. Rosewater: 20 Years, 20 Lessons learned

