A summary of The art of game design: A book of lenses written by James Schell
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Venue

Experience

Indirect Control

Interest Curve

Story

Characters

World

Spaces

Aesthetics

Player

Player's Mind

Other Players

Motivation

Community

Interface

Presence

Elements

Playtesting

Puzzles

Game

Mechanics

Theme

Balance

Technology

Process

Idea

Iteration

Team

Designer

Documents

Client
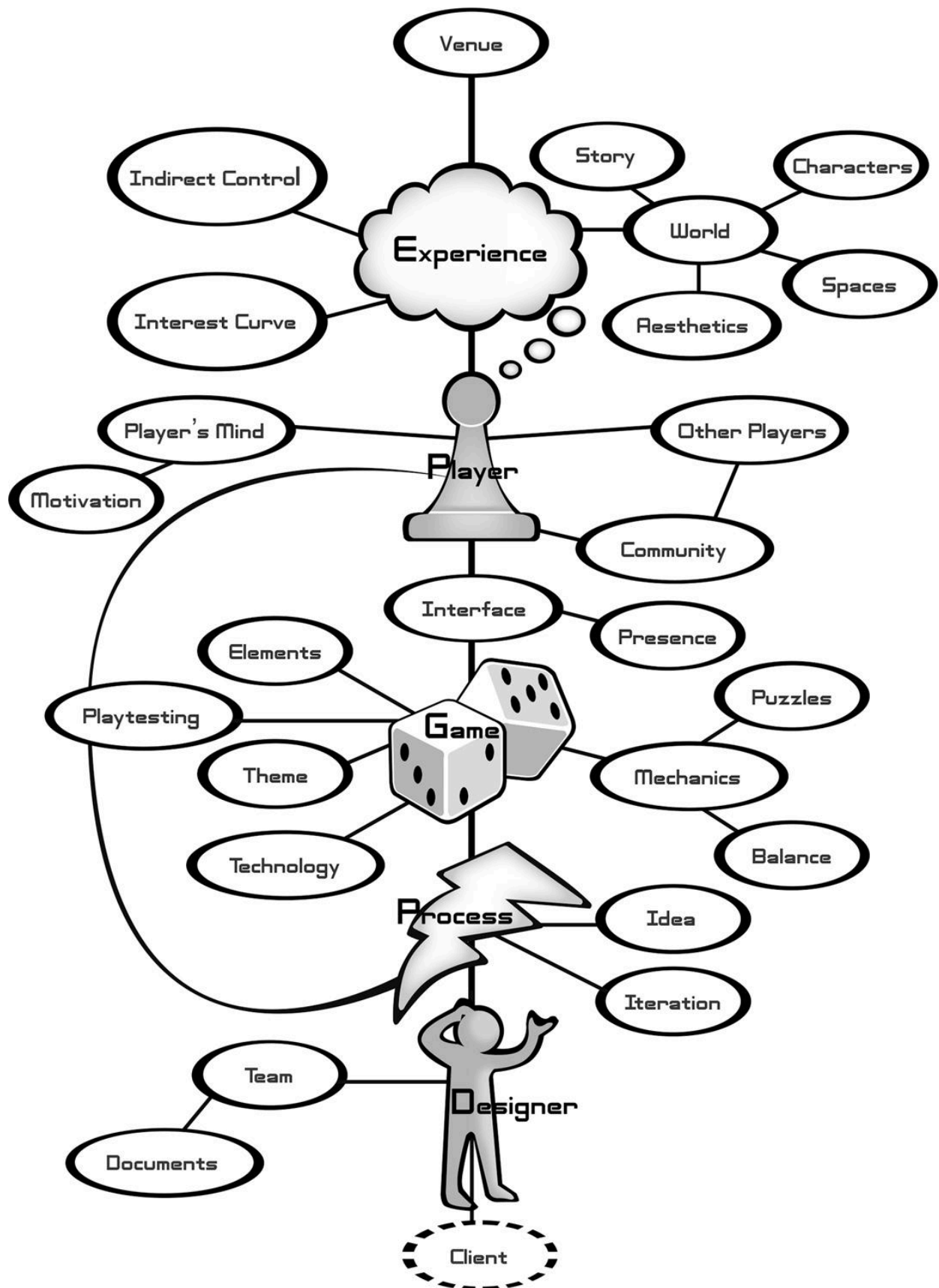
==INTERESTING LENSES==

==OBVIOUS LENSES==

==UNNECESSARY LENSES==

Lens #1: The Lens of Essential Experience

Is our game capturing the ESSENTIAL EXPERIENCE that we want for the player?

Lens #2: The Lens of Surprise

● What will **surprise** players when they play my game?
● Does the story in my game have surprises? Do the game rules? Does the artwork? The technology?
● Do your rules give players ways to surprise each other?
● Do your rules give players ways to surprise themselves?

Lens #3: The Lens of Fun

● What parts of my game are fun? Why?
● What parts need to be more fun?

Lens #4: The Lens of Curiosity

think about the player's true motivations — not just the goals

● What questions does my game put into the player's mind?
● What am I doing to make them care about these questions?
● What can I do to make them invent even more questions?

"*I wonder what the next animation will be*"

Four Basic Elements of a Game:
1. Mechanics- The ways you can and cannot go about achieving the game's goal, and the after effects of your actions
2. Story- Pretty self-explanatory, most games have a story
3. Aesthetics- Not just visuals, but anything sensory that your game has. These should be used to amplify the tone of the game
4. Technology- The way the game is made

Lens #7: The of the Elemental tetrad

● Is my game design using elements of all four types?
● Could my design be improved by enhancing elements in one or more of the categories?
● Are the four elements in harmony, reinforcing each other, and working together toward a common theme?

Lens #8: The of Holographic Design

To use this lens, you must see everything in your game at once: the four elements and the player experience.

Ask yourself these questions:
● What elements of the game make the experience enjoyable?
● **What elements of the game detract from the experience?**
● How can I change game elements to improve the experience?

Lens #9: The Lens of Unification

consider the reason behind it all

● What is my theme?
● Am I using every means possible to reinforce that theme?
The Lens of Unification works very well with the Lens of the Elemental Tetrad. Use the tetrad to separate out the elements of your game, so you can

more easily study them from the perspective of a unified theme.

-This is something I'm going to have to think about. I don't think my games have much of a theme.