TUTORIALS

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What is a tutorial?

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teaching tool

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first impressions!*

What do we need?

Introduce the player to:

- The context of the game

- Mechanics

- Controls

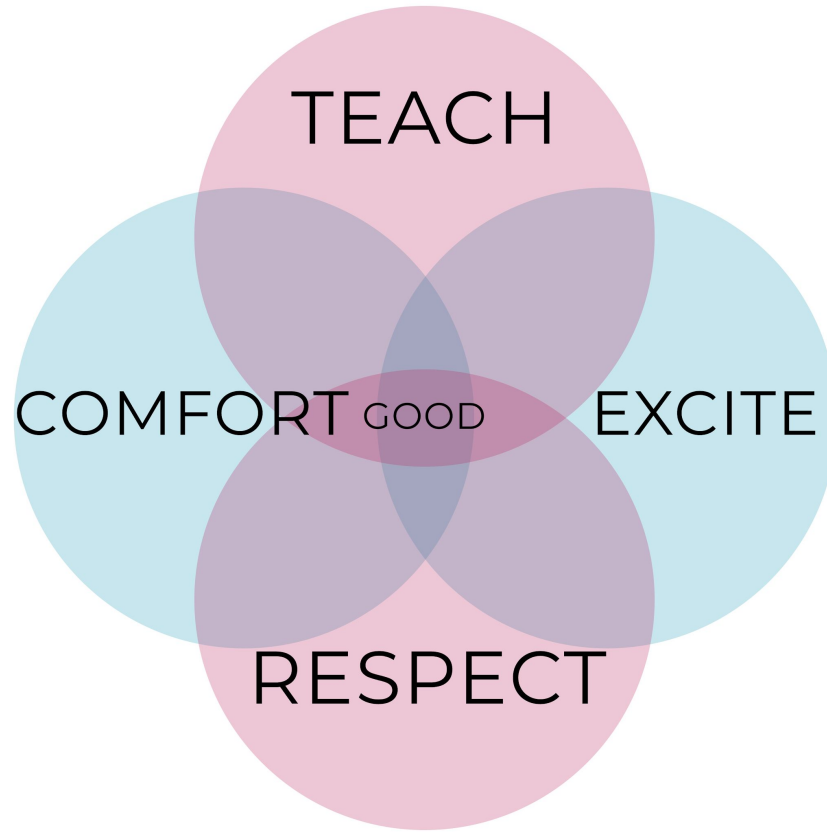# What do we need?

Introduce the player to:

- The context of the game   Defend the village from the horde!

- Mechanics   By firing the catapults

- Controls   That aim using <A-D>, fire with <W>

Our Goals

TEACH

COMFORT GOOD EXCITE

RESPECT

Teach $\longleftrightarrow$ Respect

Teach ← → **Respect**

Teach

- Don't hold their hand!
- Don't over explain!
- Teach at the right time

Respect

- Have the knowledge available
- Ensure user has learnt before progression
- Give freedom

Know the players

User's Game Literacy

- The preexisting knowledge a user has on video games.

- Both for mechanics and controls

Create a Game Literacy profile

- Control layouts: *What does the player instinctively try?*

                          What actions does the player know? (e.g. click & drag)

- Mechanics: *Can the player understand what and how to do?*

                          Can we use preexisting knowledge?

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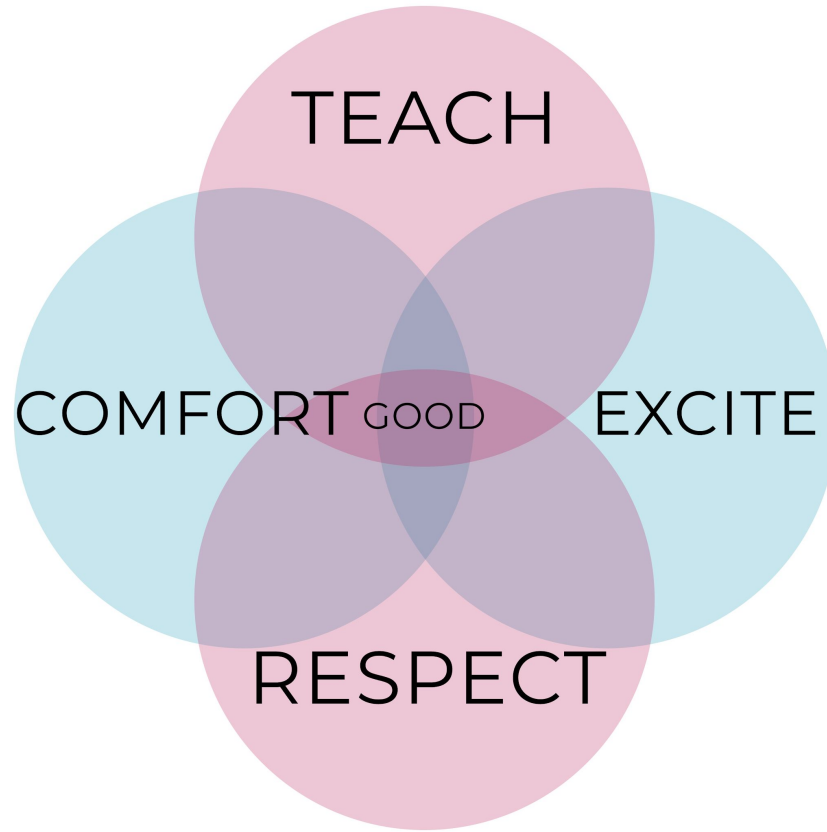
Comfort ←——————————————————→ **Excite**

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How To Convey the info

Players dislike straight-forward, limited things.

Best way to give it is making him believe *he* created it

If Text is required, instead of a pop up, a solution might be spatial, non-diegetic text.

You can disguise the tutorial by incorporating it into the plot. Common examples are masters/mentors, or boot camps for military games.

Always give context *within* the game

	DIEGETIC	NON DIEGETIC
SPATIAL		
NON SPATIAL		

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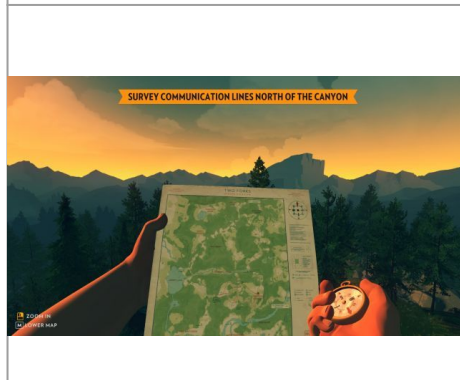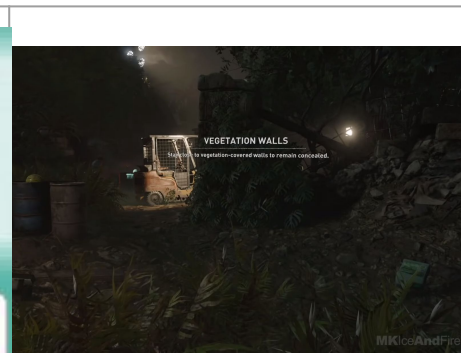
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Arrows!

Always useful, even if unnoticed.

Stag Station Sign

Follow standards

Follow common sense

Your 3 first minutes

-Use video/script to give plot and context ~1min max.

-Give basic controls ~10-20s

-Allow players to check them. ~30s

-Introduce the first mechanic ~30s

-Let the player replicate the mechanic while having controls at sight ~1 min

TL;DR

- Keep in mind lore, mechanics and controls at all times

- Give players a sense of safety and an exciting goal

- Incorporate as much tutorial into the world as you can

- Avoid stopping the player for too long (hand holding)

- Allow room for self-discovery; (no time pressure, no overexplaining, or locking the player)

- Follow common sense

- Follow standards

- Break any of these rules after understanding them