

AaronReboredo-GFL-part1

Chosen game: Flower

Comments and explanation on the changes:

We didn't received feedback for this part of the assignment, just in case I change one of the principles I use as an example for the first question.

- a) I have changed the Fish Tank principle for the Sand Box principle.
- b) Fish Tank principle is focused on learning goals and I talk in that section about the game more in terms of gameplay and mechanics. In this way, the Sand Box principle fits better.

Which 3 of the 13 principles from Gee were most interesting and relevant for your game evaluation? Reflect upon how these 3 principles made the game a better learning game?

Manipulation:

We find simple controls for a simple game that make the experience even better. The movement is intuitive and exploring around the scenarios is a beautiful experience that fits perfectly with the control system. This allows the player to be focused on the things the game try to make us feel, with the movement and control on the movement of the player's hands (only one button is necessary) he can forgive everything except the game and the learning.

Sand Box:

Flower is a game without texts, dialogues or interface elements giving you hints or indications about the objectives or tasks. The only way to understand the gameplay is through the gameplay itself. Here is where the game does his best, and with the use of a little tutorial lever (our Sandbox), the game show us almost everything we need to understand: the mechanics and the tasks you need to complete in order to advance in the game. The player immediately gets an idea about how the game goes and what are the things he will need to do to complete it.

System Thinking:

As I said before, Flower is a game without text or dialogues, in this way the feedback is very important and how the game shows the player he is going through the right path is essential. With the music, the particles, and the camera points of view the player is never going to feel lost in the game, he is always going to know what to do or which path he should follow. The game always achieves to show the player where to go and what to do with these visual and sound feedback I have mentioned.

Which 3 of the 13 principles from Gee were the least relevant for your game evaluation? Reflect upon if and how these 3 principles could have improved the learning game?

Pleasantly Frustrating - Skills as Strategies – Identity:

Flower is a very special game. Its beauty comes, not only for his visuals, sound design and music, but from his simplicity, mechanics, core and the way it makes the player feel beautiful emotions and feelings, happiness, admiration, calm ... Flower is perfect as a playable experience and learning game. In this way, increasing the influence of some of these three principles would change the result of the product in terms of learning. Flower do not need any more, by following the principles it follows it achieve his objectives. Flower is the beauty itself and it achieves, within its simplicity, his learning goals. In this way Flower becomes an unforgettable experience.