**Literature Review**

|  |  |  |  |
| --- | --- | --- | --- |
| **Source** | **Type** | **Evaluation/Reliability** | **Summary** |
| Vita, J. (2014) Users as Co-creators: Player-centric Game Design | Secondary (Article) | Pros –  The article was a reliable source as it was published by a professional association which specialised in user experience. Jane Vita who wrote the article is a senior UX designer at Ixonos, a creative technology company, and has worked with digital media for more than ten years. Her article was published in 2014 so it is still fairly modern and relevant to use as part of my research.  Cons –  The article may be biased as the Magazine of the User Experience Professionals Association where the article was published focuses solely on the concept of user-centred design and no others. | The article gave me many relevant points about user-centred design and how/why users should also be a part of the game design process. Reading this article taught me about the player-centric game design process as a whole but also specifically about the player experience and users when taking into account a company’s mind-set. The article also used the book Fundamentals of Games Design by Ernest Adams (2010) as a source which “divided the game design process into three stages: concept, elaboration, and tuning”. |
| Simon Egenfeldt-Nielsen et al. (2016) Understanding Video Games: The Essential Introduction | Secondary (Book) | Pros –  This book had a total of three authors; Simon Egenfeldt-Nielsen is the CEO of Serious Games Interactive which is one of the leading developers in Europe for game-based learning. Jonas Heide Smith is head of digital communications at SMK – The National Gallery of Denmark and has a PhD in games. Susana Pajares Tosca is a Spanish researcher who has been an associated professor at the IT University of Copenhagen since 2001. Considering that this book was written by three professionals in their respective fields I find that it is highly reliable. Also the book was written in 2016 therefore I believe the information is up to date and relevant.  Cons –  Although the book gives a really detailed analysis on games design, it only gives a brief analysis on the player; therefore I can only use a small part for my research. | This book gave me an understanding of the whole concept of video games from the design to the development aspects. From the first chapter of the book, I read the section called “Types of Analysis”, which taught me about Salen and Zimmerman who went into detail to explore games design and suggested that “games may be approached with a focus on rules”. They broke down the design of a game into the design; the play; and the culture. Using these three units of analysis three main perspectives were shaped, with the addition of also analysing ontology and metrics.  Ontology –  Examining the philosophy of games; general statements that apply to all games e.g. relationship between rules, fiction and the player.  [Oxford Dictionaries definition - A set of concepts and categories in a subject area or domain that shows their properties and the relations between them].  Metrics –  This focuses on data-driven design research; quantitative measures, for example, analysing player behaviour and designing games that are for the majority; improving the player experience. |
| UKIE (The Association for UK Interactive Entertainment) | Secondary (Website)  <http://ukie.org.uk/research> | Pros-  UKIE is the only trade body for the UK's games and interactive entertainment industry and they represent businesses of all sizes from small start-ups to large multinational developers. The CEO of UKIE is Dr Jo Twist who before was Channel 4’s Commissioning Editor for Education. He’s also a London Tech Ambassador, a VP of Special Effect, and on various boards and advisory groups, including the Bafta Games Committee. The statistics I obtained from this source are based since 2016 so they are reliable to use in my research.  Cons –  I wasn’t able to find statistics that compared the video game industry to other entertainment industries. | I used this website in order to find out statistics about the video game industry and how it spans over the entertainment industry. From the research and facts report on the website I was able to learn a lot about the game industry in the UK when taking into accou2cernt numbers e.g. the amount of established companies in the UK and individual game statistics. |
| Schell, J. (2014) The Art of Game Design: A Book of Lenses, Second Edition | Secondary (book) | Pro’s –  The book is reliable because it’s validated by Carnegie Mellon University and Schell games Pittsburgh. The book also contains sources from authentic, highly regarded sources. The book was published in 2014 so the information is modern and relevant to current gaming methods and technology. I also trust the sources reliability due to the author being the CEO of Schell games, meaning he has a lot of experience and is a professional in the gaming industry.  Cons –  None | The book gave me relevant and specific information on games design and development, giving me an insight into what it takes to create a video game. I decided to use this book as secondary research to understand what the difference between games design and development was, as the book states; “It is important to make a distinction between ‘games developer’ and ‘games designer’ ”. A game developer is anyone who plays a part in creating a game, from the initial idea to the final product, therefore, games designers fall under this bracket. |
| Suits, B. (1967) What is a Game? Philosophy of Science Association | Secondary (Article) | Pros –  Bernard Suits has published a few books which are related to games design and his article  What is a Game really focuses on the philosophy of games and gives a great definition of what exactly games are classed as.  Cons –  This article was published in 1967 therefore the relevance of Suits’ ideas about games may now be void or adapted by other researchers in the modern field of game design. | From reading this article I was able to come up with my own definition of what the act of playing a game is; based on Suits critical examination of the nature of game-playing. The article also allowed me to understand the distinctions between goals in games, following the rules, and winning. Suits spoke about it being possible to reach the goal of a game without following the rules, but then questioned if this would be the same as winning. He declared that it isn’t as to win “certain conditions must be met”. |
| Norman, D. (2005) Human-Centered Design Considered Harmful | Secondary (Article) | Pros –  Don Norman is a university professor at the Tongji University (Shanghai) and the co-founder of the Nielsen Norman group which is a User Experience/Usability consulting firm that helps companies create better products, services, and websites. Since Norman is a User Experience consultant but he’s arguing that Human-Centered design can be harmful, it adds confidence that he isn’t being bias towards the comparison between activity and human-centered design.  Cons –  The article was published quite a while ago and doesn’t really include advantages of human-centered design. | The Article, although describing Human-centered design as harmful, included many relevant concepts and fundementals about game design such as knowing your player. From reading the article I was able to base an argument about the use of user-centered design in player-centric games vs the use of Activity centered design. The article also helped me to realise that although game design majorly includes the idea of listening to your users requirements and critiques, this can be lead to designs which are too complex and less understandable as the requirements increase. |
| Kumar, J and Herger, M. (2005) Gamification at Work: Designing Engaging Business Software | Secondary (Book) | Pros –  The book was written in 2013 so it is relatively modern and would be valid to use for my research. Janaki Kumar is Head of Strategic Design Services, America, in SAP’s Design and Co-Innovation Centre. Mario Herger is CEO and partner of Enterprise Garage Consultancy LLC, a strategic consulting company focused on innovation, Silicon-Valley-Mindset, creativity, gamification, and intrapreneurship in the enterprise. |  |
| Ernest Adams (2014) Fundamentals of Games Design Third Edition | Secondary (book) | Pros –  The source is reliable because it had more than one editor meaning that it was reviewed by other experts before it was published. I have high confidence in this source because it uses relevant examples like VandenBerghe’s 5 domains of play, from expert games developers, and the author is the founder of the International Games Developers Association, which is a non-profit professional organisation which serves all individuals who create games. This book was also published in 2014 so the content is still modern.  Cons –  None | This book gave me a great insight into the initial question I wanted to find out, ‘what makes a good game?’, as it drew me to the answer that the best game is made by the player. I focused on chapter 4 of this book which was titled “Understanding Your Player”. This chapter outlines that you need to understand your player; not just as the audience at which you’re aiming your game at, but also as an individual. From reading this chapter I also learned about psychological factors that link to the types of video games individuals enjoy depending on their personality trait. |
|  |  |  |  |