# Current Trends in Gaming

## Augmented Reality – Week 2

### Context

This sheet is an accompaniment to lecture 2, asking you to go through a design process for the AR game you will deliver for your assignment. You already have a technical base for your game as a result of the work last week, but now you need to think about how to change it into something you actually want to do.

### Activity

**Activity 1 - AR Game Teardowns (small group activity)**

We did a quick design teardown of Pokemon Go during the lecture. For the first part of the workshop, you’re going to look at a few other AR games and do an equivalent exercise of your own. Your task is to identify three **actionable** design lessons that you can draw for **one** of the following games:

* Wizards Unite
* The Walking Dead: Our World
* HVNT – Treasure Hunt AR
* Runbit

If you have other AR games with which you are familiar, you can substitute them instead.

Focus on the following points, and find three actionable design lessons from the game you chose:

* Gameplay Limitations
* Environment Complexity
* Tracking Reliability
* Interface Metaphors
* Thematic Consistency
* Onboarding
* Accessibility

The Pokemon Go teardown in the lecture can be used as a template for how you might draw design lessons from these games. Those familiar with the MDA framework might also find that a useful tool for analysis. Design lessons don’t need to be positive – it’s as important to know why things don’t work as it is to know why they do.

Write these design lessons down, with specific concrete examples of your observations that led to extracting the lessons. Note how they are going to influence the design of your own games for the assignment.

**Activity 2 – Report Back (small group activity)**

Each group is going to give a short presentation on the design lessons they drew from the teardowns. This shouldn’t be exhaustive – it is enough to present two especially positive design lessons and two especially negative ones. Pay attention to the lessons that others have drawn too.