



WHAT IS A GAME ?

WHAT ARE GAME ELEMENTS ?



PART 1: WHAT IS A GAME?

Ref:

**Chapter 2, Andrew Rollings and
Ernest Adams on Game Design**

WHAT IS A GAME? (1 OF 3)



Movie? (why not?) → no *interaction*,
outcome fixed)

Toy? (why not?) → no *goal*, but still fun)

Puzzle? (goal + interaction ... why not?)

→ strategy and outcome is the *same*
each time



소프트웨어 게임

“A computer game is a software program in which one or more players **make decisions** through the **control of game objects and resources**, in pursuit of a **goal**.”

의사결정을 계속해나감

WHAT IS A GAME (2 OF 3)



A computer game is a software program, not a board game or sports.

Lose: 1) *physical pieces*, 유체적인 요소가 없음.

2) *social interaction* 부족함.

Gain: 1) *real-time*, 사건행위를 하는 시간이 적음
소프트웨어를 실행만 하면 됨

2) *more immerse*, 게임중독 x 게임과 멀어짐

3) *more complexity*

Ex: chess vs. soccer vs. warcraft



자음모음

A computer game involves players.

- “No, Duh” . But stress because *think* about audience. The game is not for *you(designers)* but for *them*.
- Ex: complicated flight simulator but audience is beginner.

WHAT IS A GAME (3 OF 3)



A Game needs a goal,

실감된
여러 subgoal을 해결하면서 goal을 달성.

– Ex: Defeat Ganondorf in Legend of Zelda (adv fantasy) and save Zelda.

goal - 추상적, 포괄적, 비전

objective - 구체적, action plan을 통해 도달하는 것. 측정 가능

– Long games may have sub-goals.

Ex: recover “triforce” of power in Legend of Zelda (It has the ability to grant the wish of those who obtain it,)

Power, Wisdom,
Courage





너무 많은 decision일 경우

실리함에서 너무 많은 선택을 하면 사람은 더 이상 할 수 없음.
+ balancing이 어려움.

Playing a game is making decisions.

– Ex: what weapon to use, what resource to build.

– Can be frustrating if decision does not matter

선택한 후의 결과는 사람에게
관여가 없음

Playing a game is through control.

- Player wants to impact outcome.
- Uncontrolled states can still happen, but be sparing.

게임 플레이에 압력에서는
논리적으로야 할

- Ex: *Riven* (puzzle adv game):

When you're in the lake near the village and using the submarine railway, if you go to the gallows and go up, after that, there's no way to get back down to the submarine train.

물과 같은데 못내려 함.
갈목 만든것임.



Good game play

“When a designer is asked how his game is going to make a difference, I hope he ... **talks about game play, fun and creativity** – as opposed to an answer that simply focuses on how good it looks” – Sid Meier (*Civilizations*)



A series of puzzles:

- All games have them. but not game play in themselves
- Puzzles are specific, game systems spawn ones from more generic templates

An intriguing story:

- Good story encourages immersion
- But will mean nothing without game play.



Most important ... *is it fun?*

성명 이종호



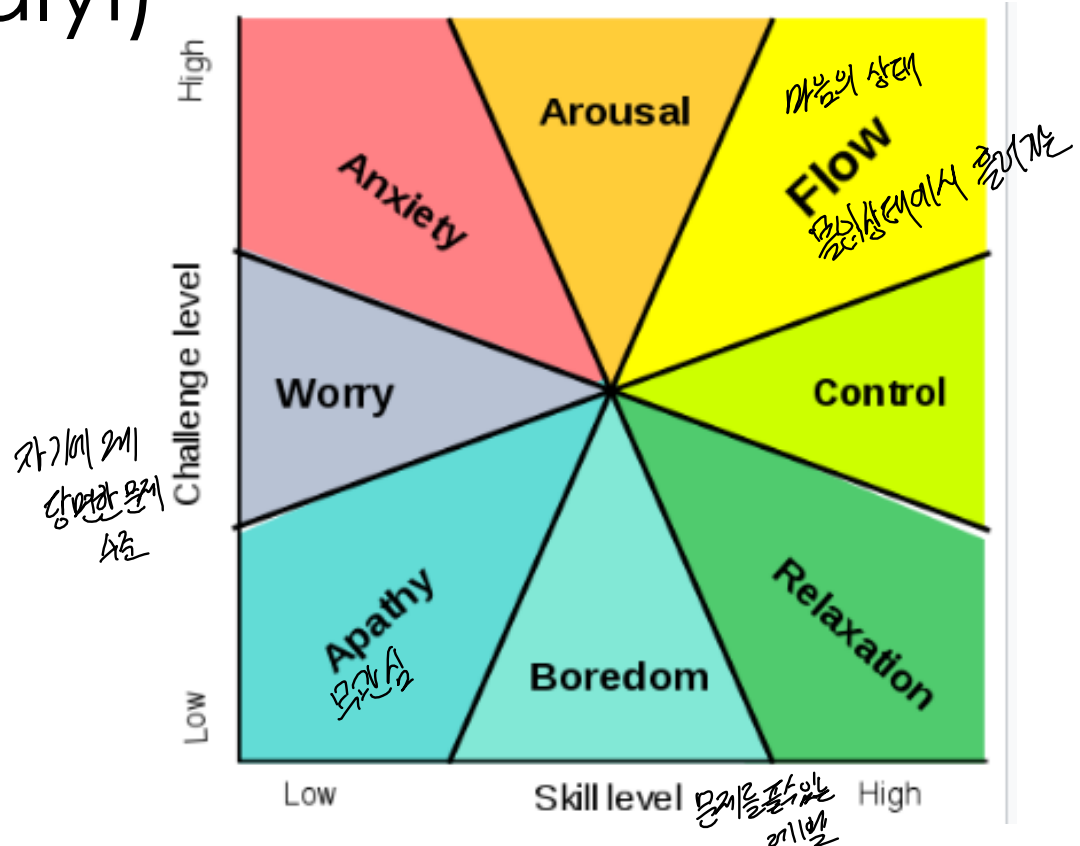
(쉬어 가는 페이지)



Flow



^{Definition}
a state of concentration or complete absorption with the activity at hand and the situation (Dr. Mihaly Csikszentmihalyi)





ELEMENTS OF FLOW

- Goal is clear 목표가 분명해야 한다.
- Feedback is immediate 피드백이 즉각적이어야 한다.
- Balance between opportunity and capability.
 아이템 획득, 스킬 사용
 사이애 balance가 중요.
 불안 능력

4 types of players (Bartle's taxonomy)



4가지로 분류

ACHIEVERS

과연 oriented 사람 상단에 관심이 많아, 결과를 보기 좋아하는 사람.
CHALLENGE, SHOW OFF, COMPARE
게임은 끝내지 않는 사람.
과시욕, 도전 욕, 남과 비교

EXPLORERS

탐험.
EXPLORE, RATE, REVIEW, CURATE
호기심 많음, 귀중한 아이템 수집.
행위나 대해 등급을 매김

SOCIALIZERS

HELP, SHARE, COMMENT, GIFT, GREET

KILLERS

HARASS, HACK, CHEAT, TROLL, CURATE
남과 소동
승패 관심 X
불편 자를 보임.
난봉꾼
승패 관심. 남을 괴롭힘. 기이한 일을 무시

Homo Ludens



^{인간} (a book authored by Johan
^{놀이} Huizinga)

- Homo Ludens: 놀이하는 인간
- Homo Ludens is an important part of game studies (or ludology)

Huizinga identifies 5 characteristics that play must have:

자유 2 가지이다. (일)

무엇이 일이다.

진지한 것이 아니다.



- **Play is free**, is in fact freedom. (voluntary, at free time, free from real life's restrictions ...)

- Play is not "ordinary" or "real" life. 일상적인 것 X 진짜가 삶 X

- Play is distinct from "ordinary" life both as to locality and duration. (→ limited in its duration and locality, it also creates a sense of certainty) 가상시나리오

- **Play creates a sense of order** (rule, playing area, play duration ...) ← s limited and secluded environment. Play demands order absolute and supreme. 게임은 질서와 규칙이 있다. 지켜지려함

지엄격한 시간적인 면에서 완상적인 삶이라든.

- Play is connected with no material interest, and no profit can be gained from it. 물질적인 것과 관련 X 명예도 이익 X



magic circle (coined by Eric Zimmerman)

현실세계와 경계면

게임이 제공되는 가상세계 인공성이 이뤄지는 곳

The “**magic circle**”: the space in which the normal rules and reality of the world are suspended and replaced by the artificial reality of a game world.

현실세계에서 처벌 X.



지스타 (국내 최대 게임쇼) 현장

