

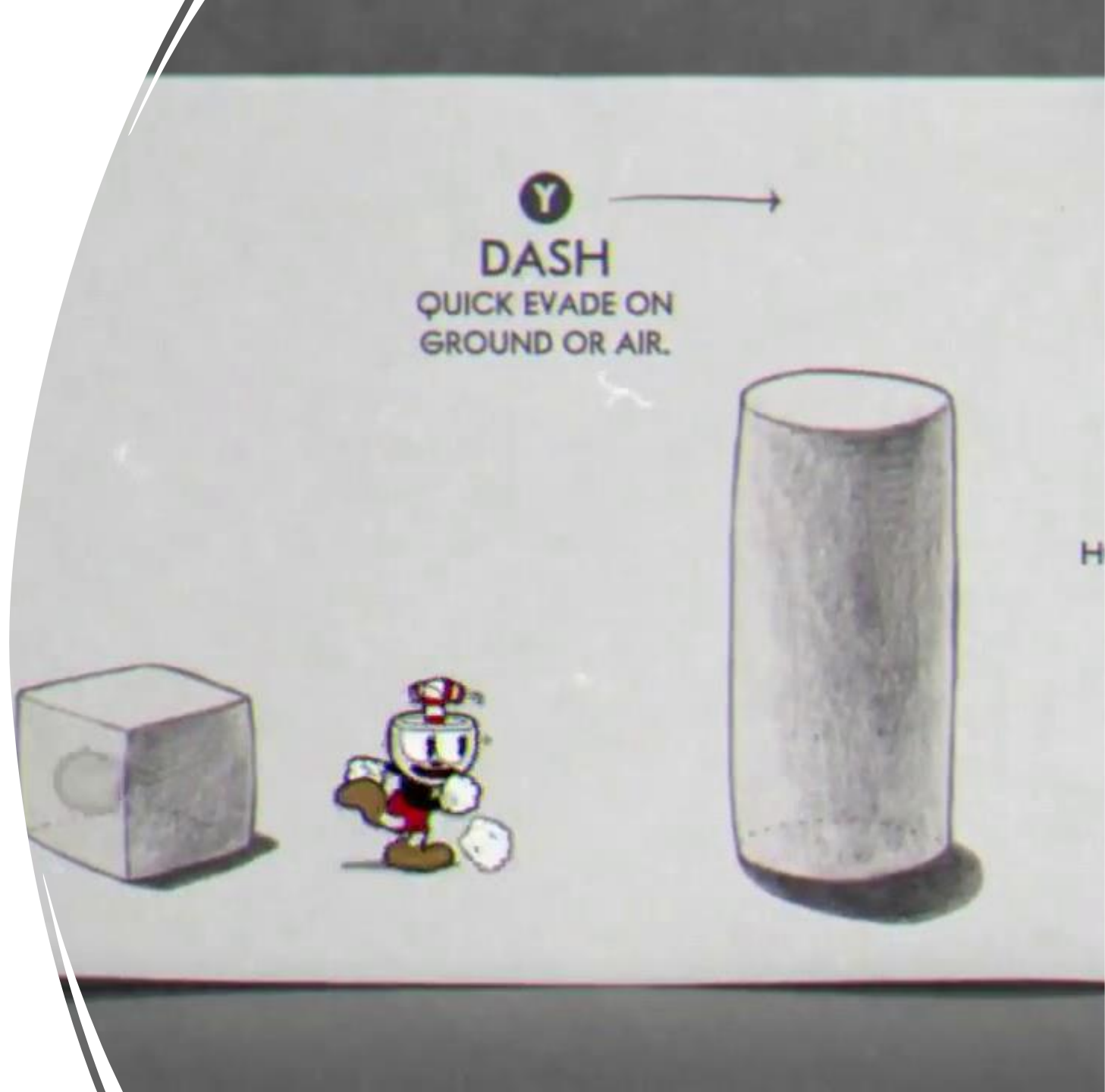
Luke Morgan

Independent project.

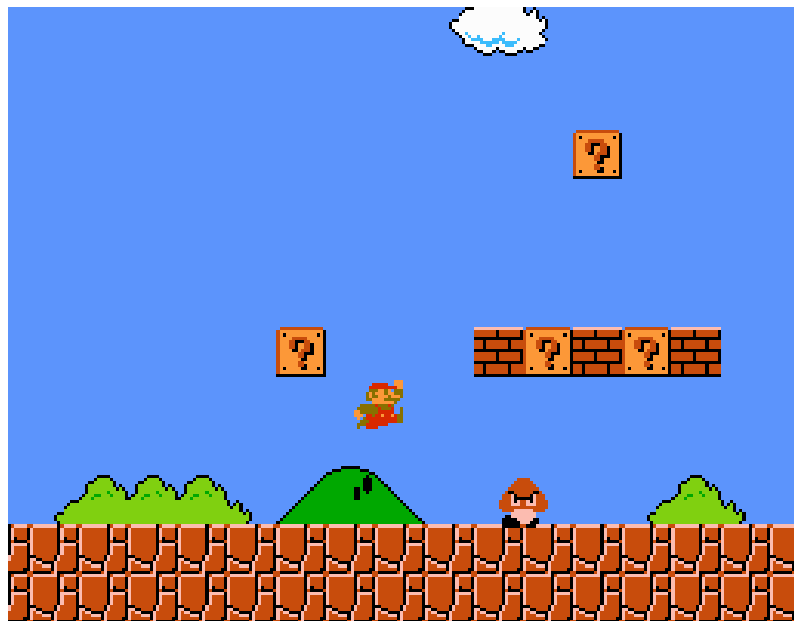
What makes an effective Tutorial?

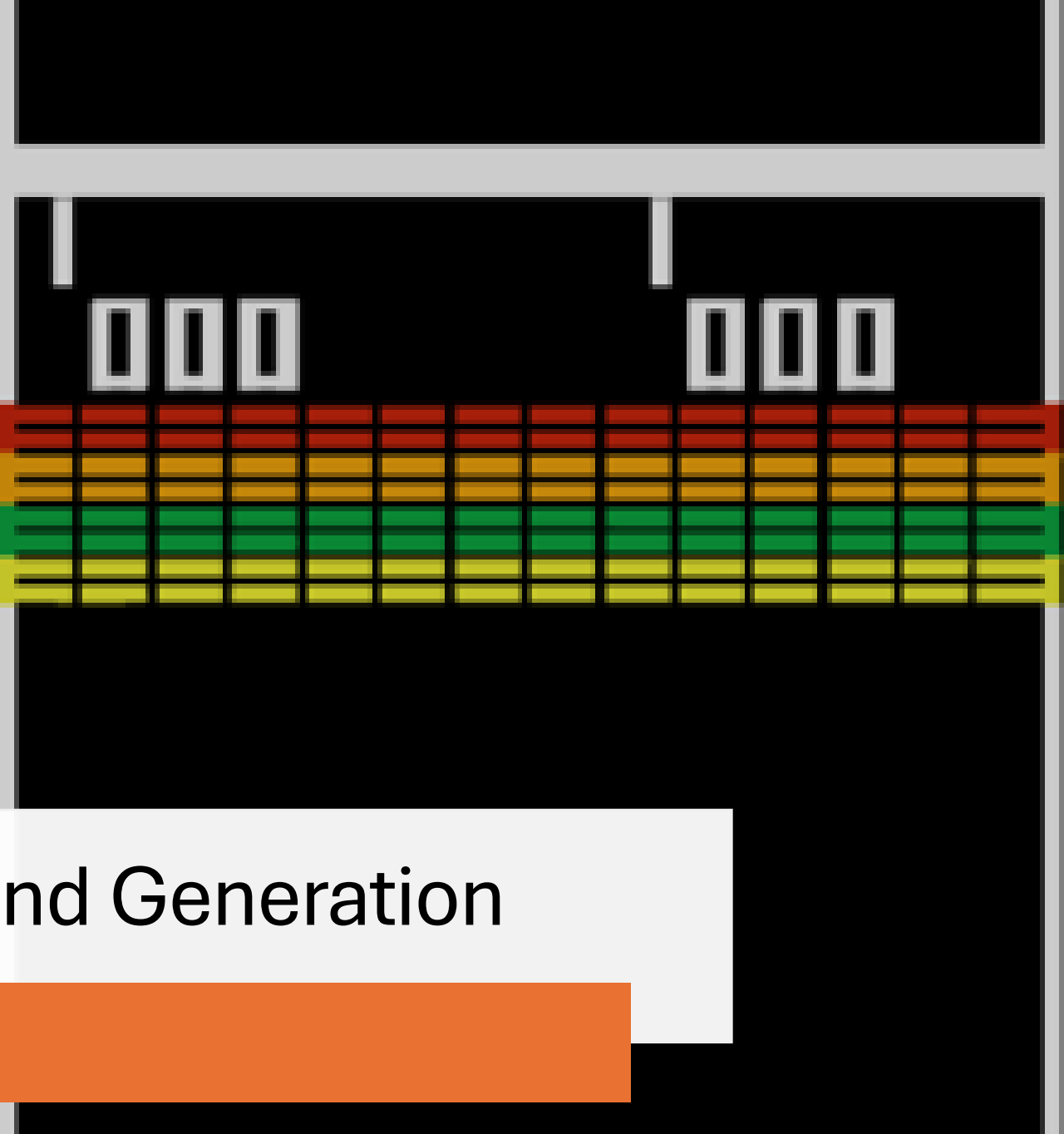
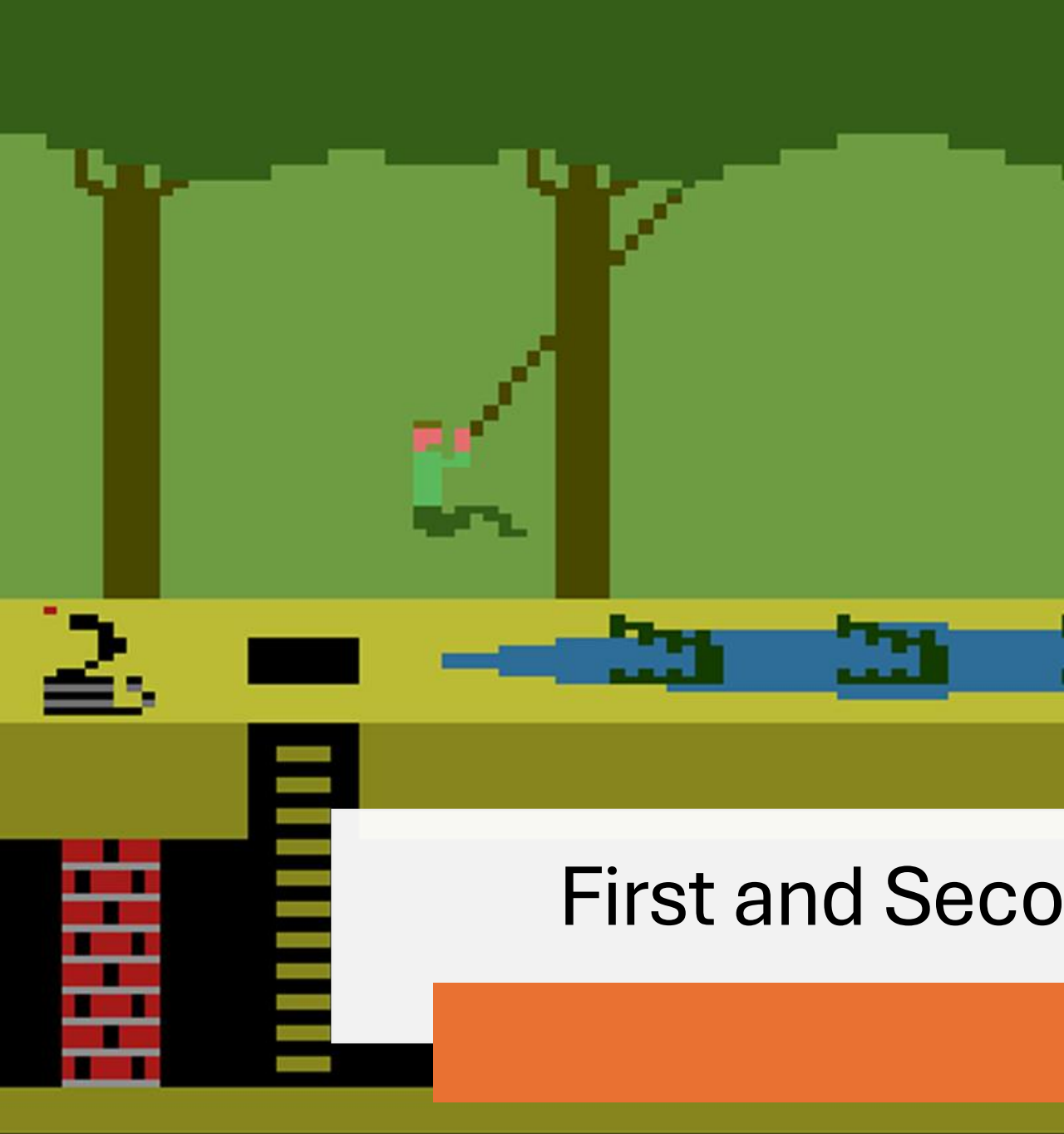
Goals:

- Investigate what tutorials are considered good.
- Find out what these 'good' Tutorials do that makes them effective.
- Create a Tutorial of my own from this research.

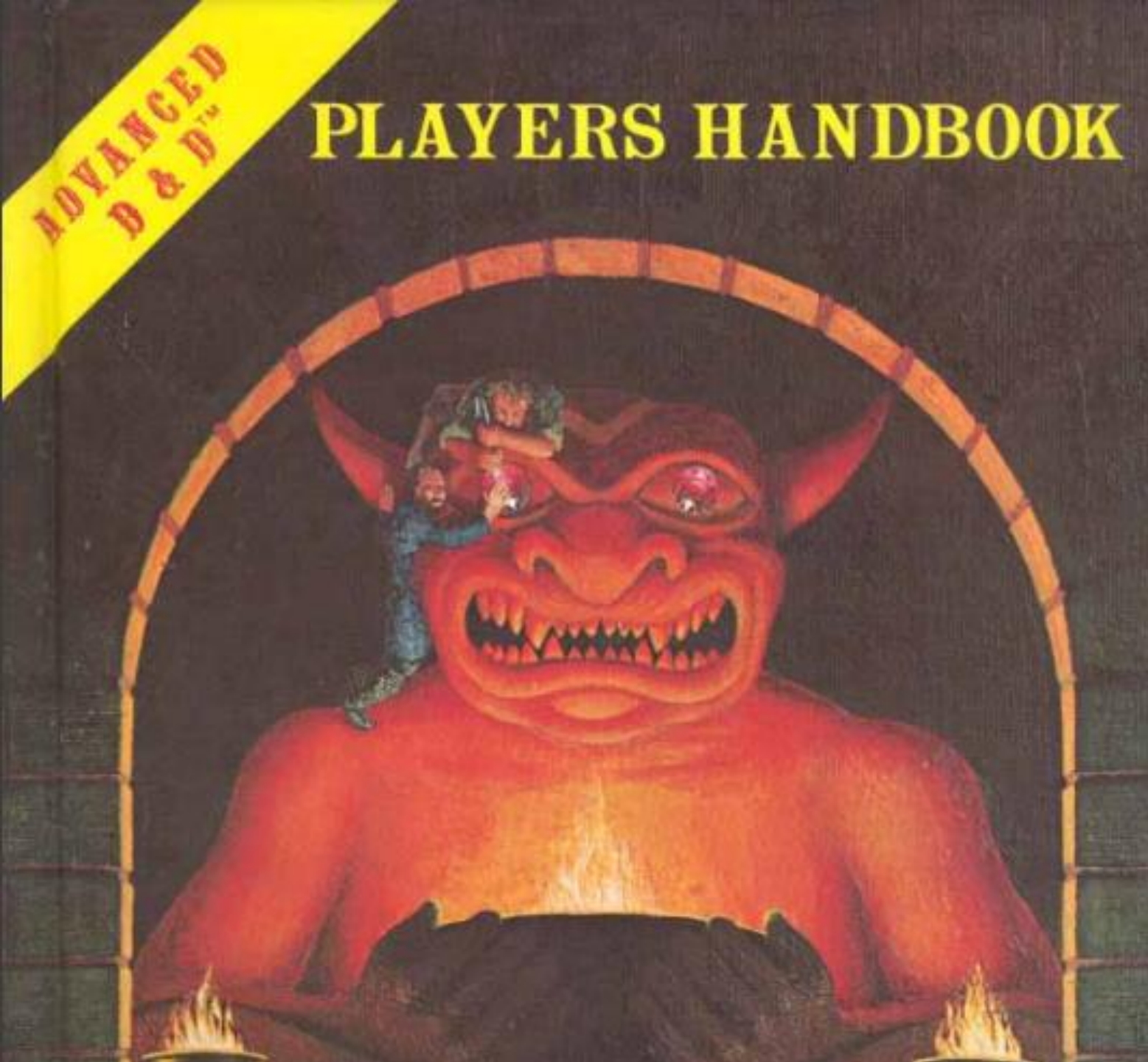


History of Tutorials



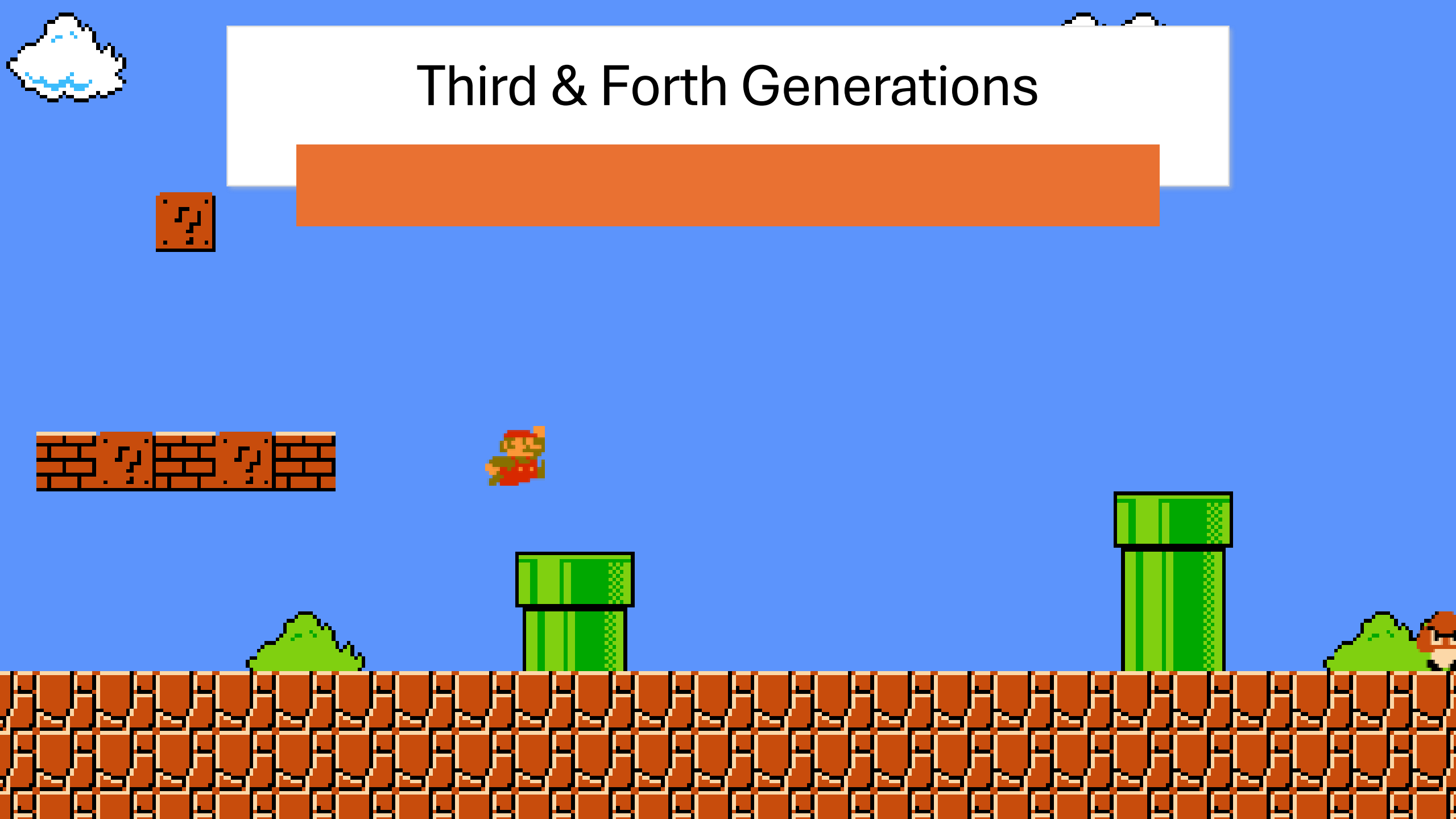


First and Second Generation



Dungeons and Dragons

Third & Forth Generations

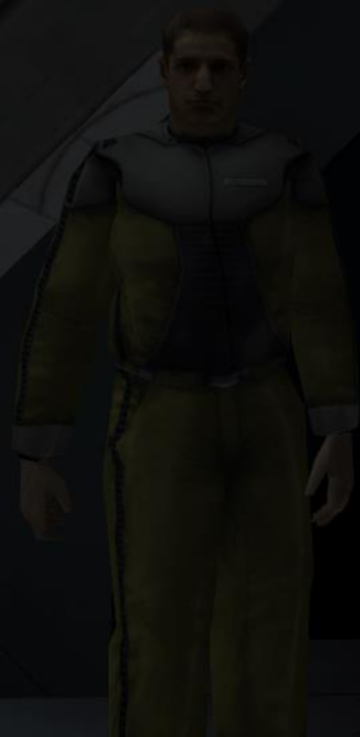


Fifth Generation



JUMP, THEN PRESS A AGAIN
IN THE AIR FOR A DOUBL

Target each of the flashing lights



Sixth Generation



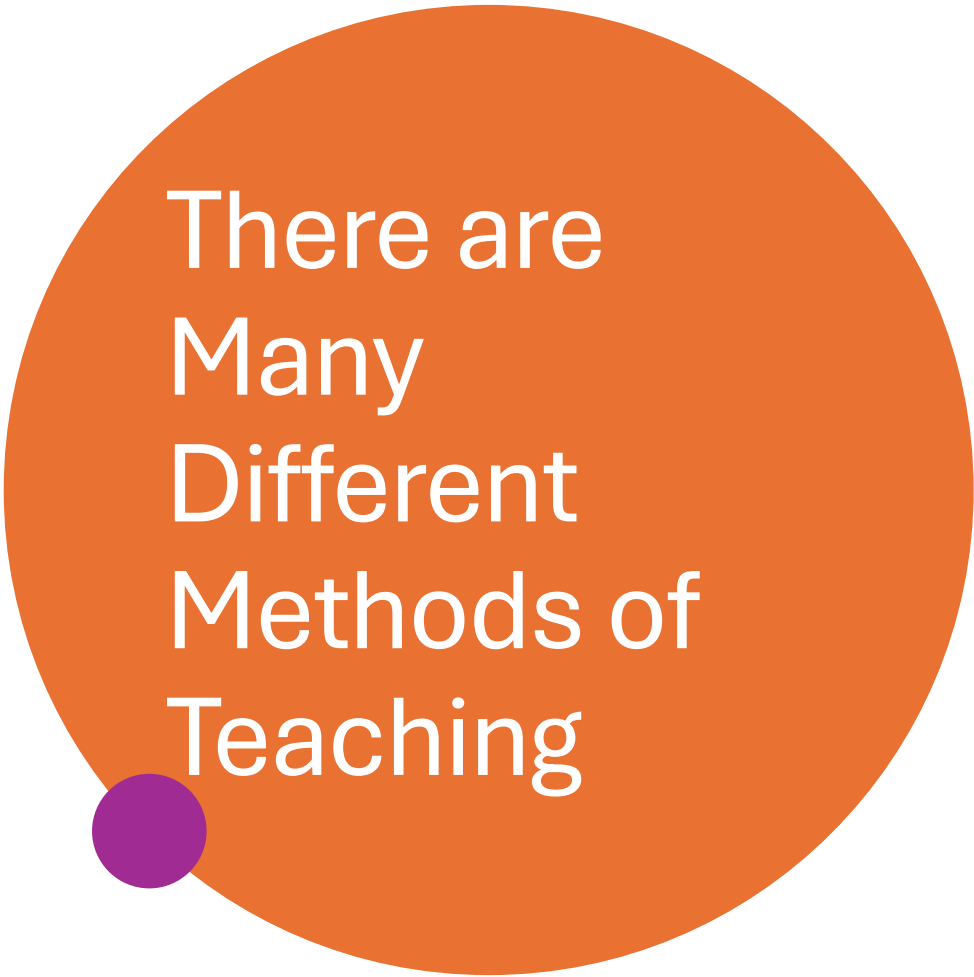
Seventh Generation



Eighth & Ninth Generations



Methods of Teaching

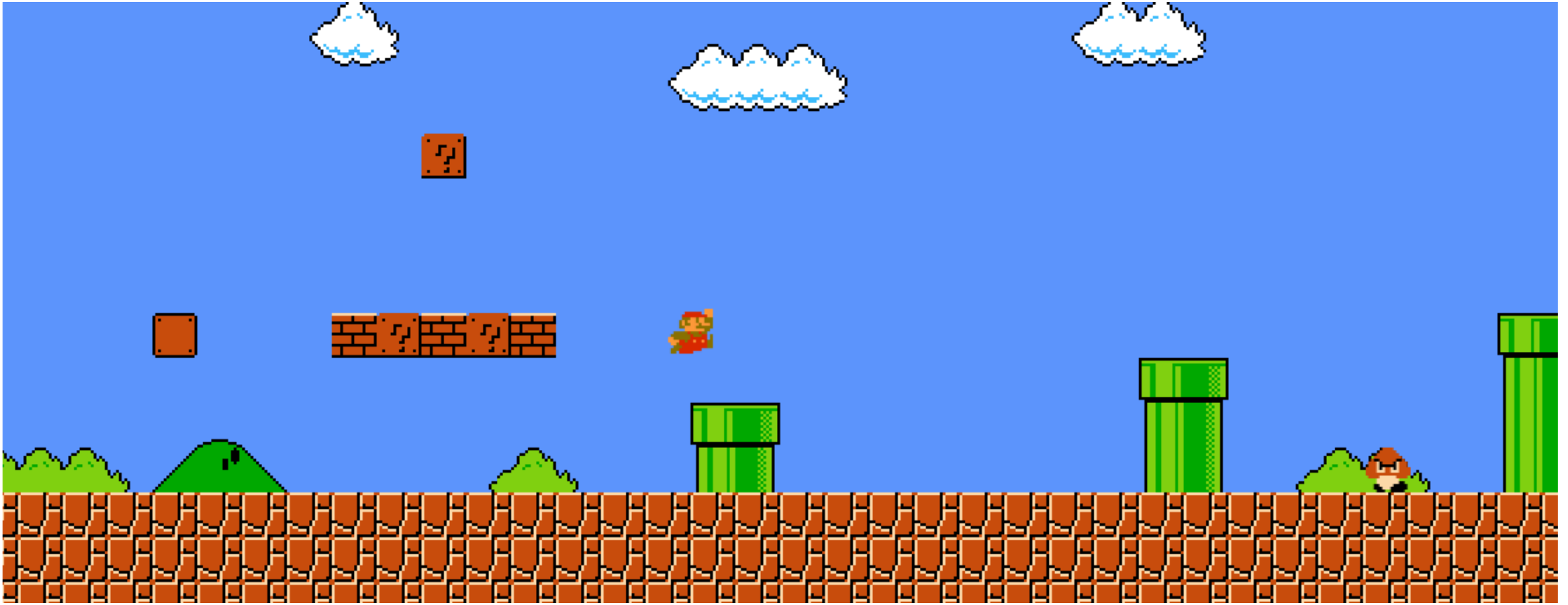


There are Many Different Methods of Teaching

- Differentiated instruction
 - Lecture based Learning
 - Technology based learning
 - Group learning
 - individual learning
 - Inquiry based learning
 - Kinaesthetic Learning
 - Game based learning
 - expeditionary learning
- 



Examples of these
methods in games.



Inquiry Based Learning



 **Heather Hunter**
The city provides #smokedetectors for its residents free of charge! #ilovethiscity #firedepartmentrocks

Lecture Based Learning

Clear the cargoship bridge mock-up.
Slide down the rope.
Checkpoint Reached.

Your time: 0:05.9

Game Based

The background image is a sci-fi desert landscape. In the foreground, a large, dark-colored robot with yellow accents is shown from the waist up, facing away from the viewer. It has a helmet with a visor and a large, segmented arm. In the background, two smaller figures in similar dark armor and capes are standing near a rocky outcrop. The sky is a hazy, orange-brown color, suggesting a sunset or sunrise. The ground is sandy with some sparse, dry grass.

Group Learning

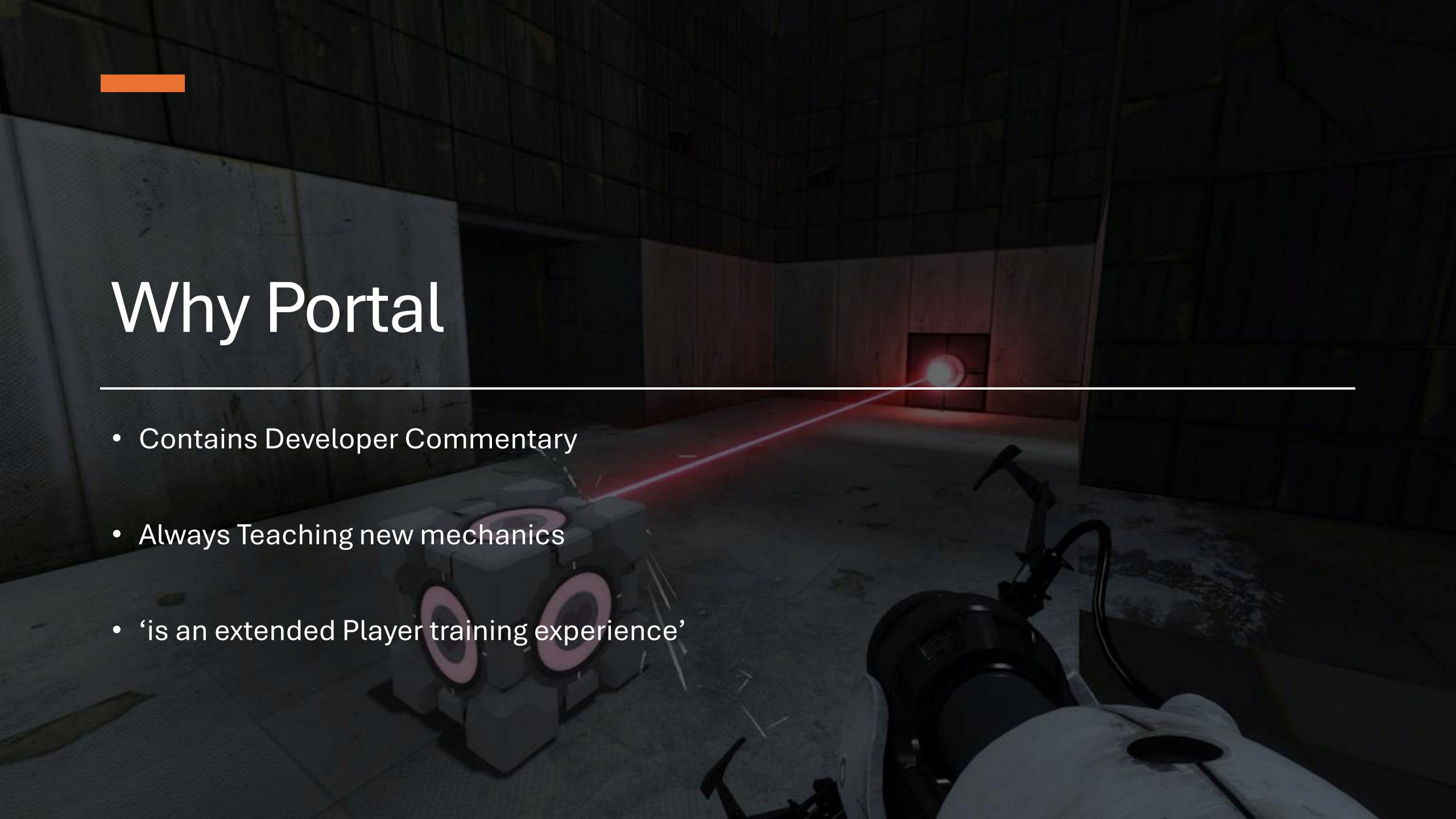


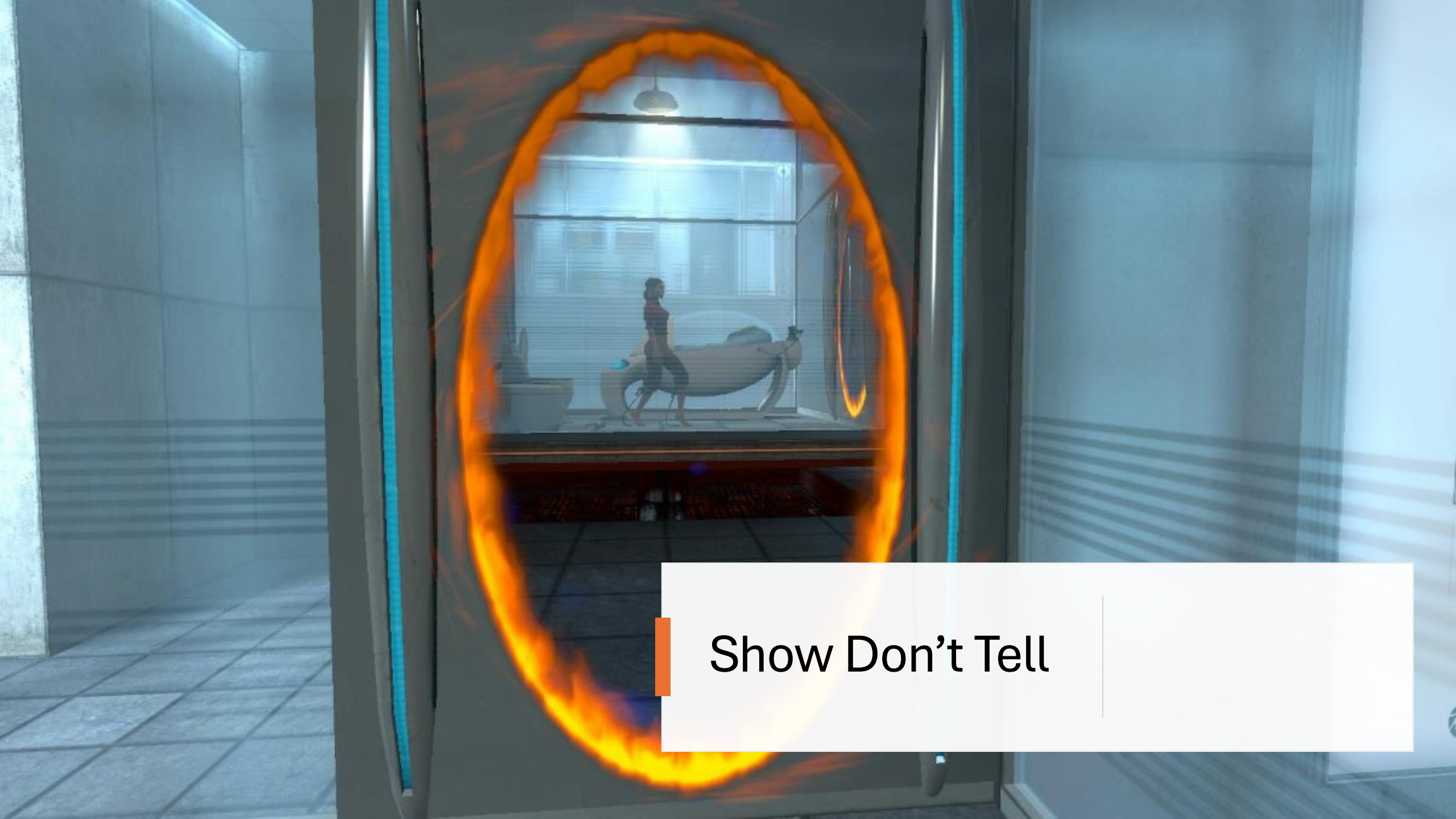
Case study: Portal



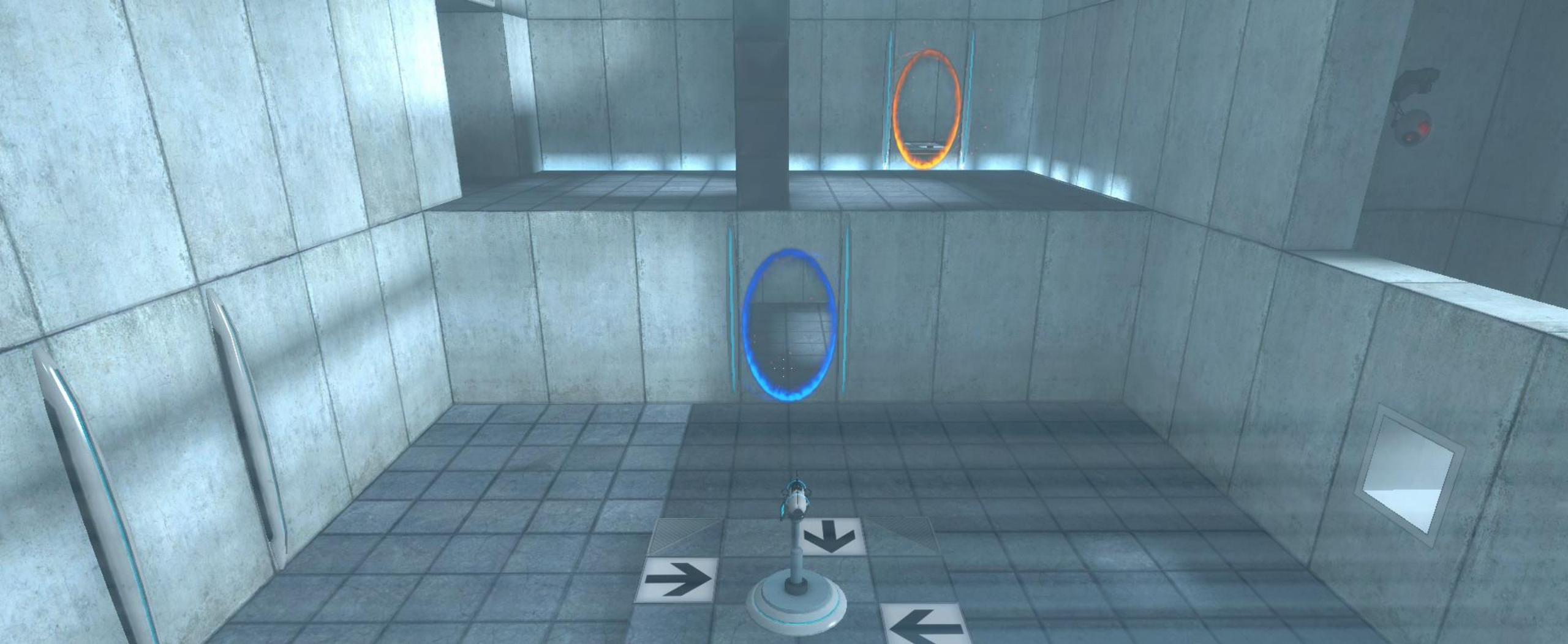
Why Portal

- Contains Developer Commentary
- Always Teaching new mechanics
- ‘is an extended Player training experience’





Show Don't Tell



| Colour |



Conditioning

|Reenforcing



Valves Use of Playtesting

‘At Valve, we see our game designs as hypotheses and our playtests as experiments to validate these hypotheses. In addition, we always want to iterate and improve on our work, and we are constantly seeking feedback – through playtests and other means – in order to do so. By making use of a wide array of user research techniques, we will make better decisions and as a consequence, better games’ – Gabe Newal

Creation Of Tutorial V1



Any
Questions?



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