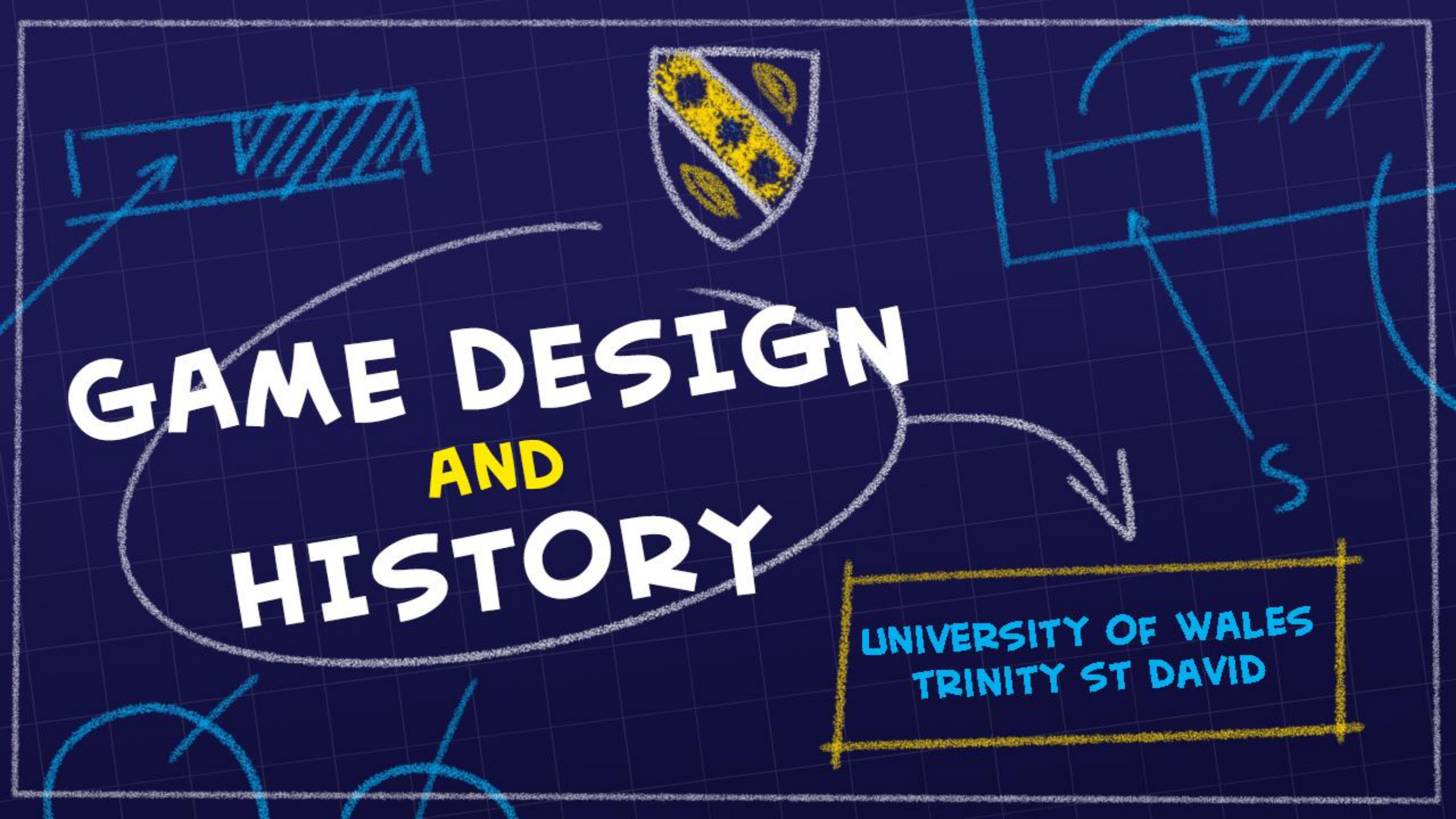




GAME DESIGN AND HISTORY

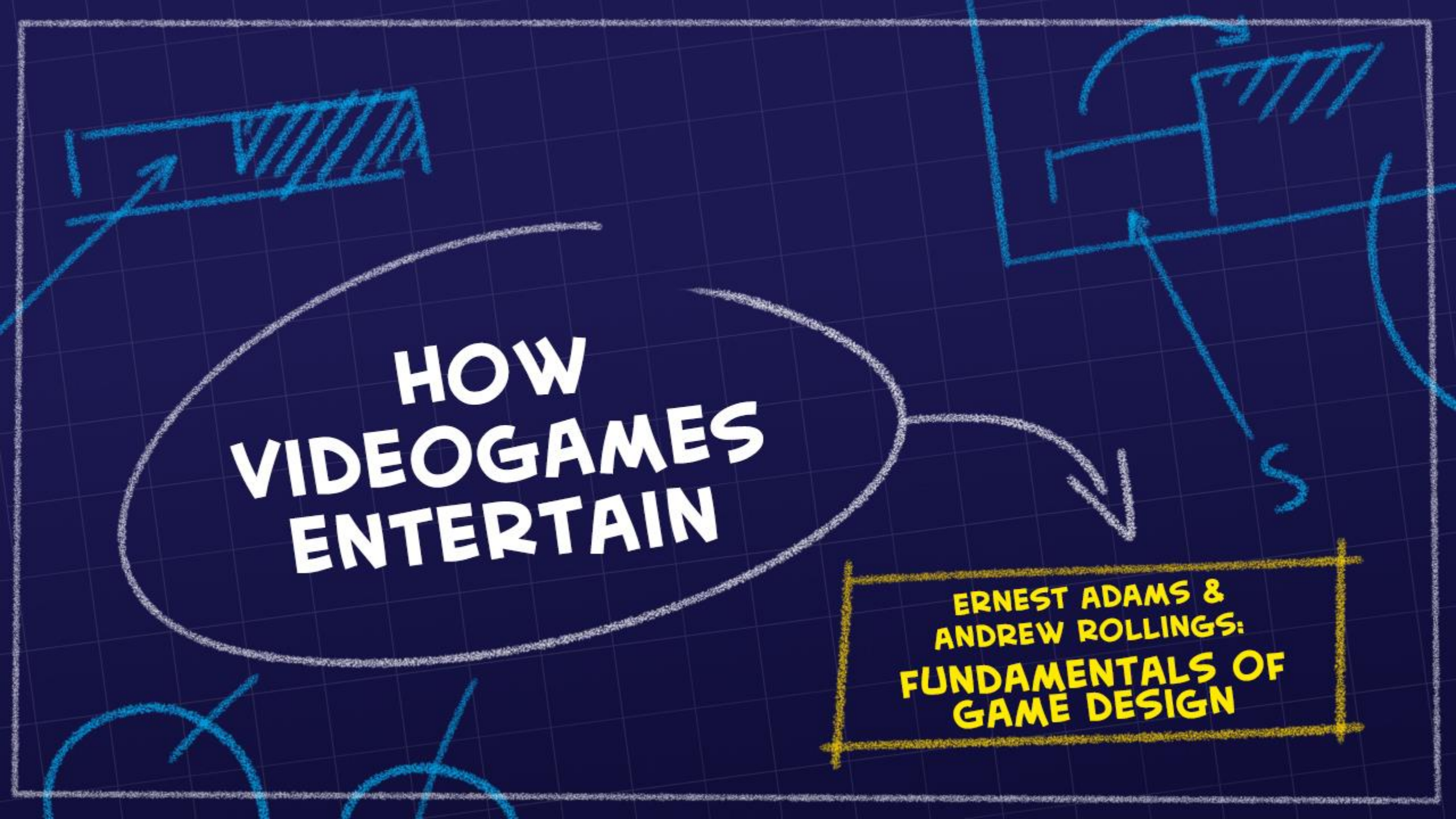
UNIVERSITY OF WALES
TRINITY ST DAVID



How Videogames Entertain

- Gameplay
- Aesthetics
- Storytelling
- Risk and Reward
- Novelty
- Learning
- Creative and Expressive play
- Immersion
- Socialising





HOW VIDEOGAMES ENTERTAIN

ERNEST ADAMS &
ANDREW ROLLINGS:
FUNDAMENTALS OF
GAME DESIGN



Ernest Adams & Andrew Rollings
*Game Design and Development:
Fundamentals of Game Design*

**This book is available in the
UWTSD Library for you to use!**



Game design consists of **inventing** and **documenting** the elements of a game.

Games are meant to *entertain*. You cannot become a successful game designer just by creating games in the abstract.

(Adams & Rollings, 2007, p.21)



To make games for entertainment, you must learn to be an **entertainer**.

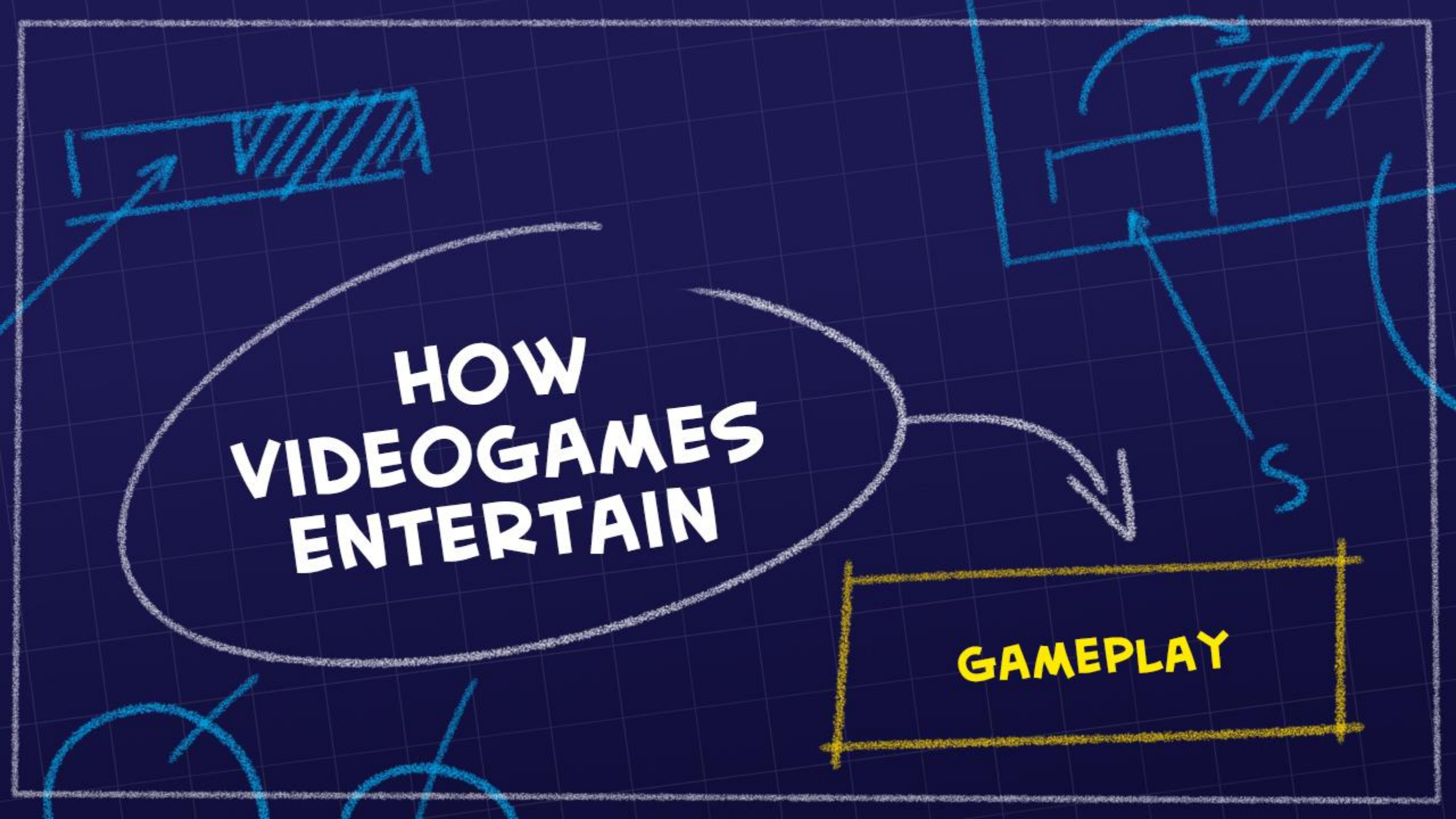
A well-rounded game designer should be able to create games that entertain in a **variety of ways**.

(Adams & Rollings, 2007, p.21)



*"It is not possible to design an ideal game that will please everyone because everyone does not enjoy the same thing. **Do not try.**"*

(Adams & Rollings, 2007)



HOW VIDEOGAMES ENTERTAIN

GAMEPLAY



Games provide challenges and actions that entertain. People enjoy a challenge if they have a **reasonable expectation of being able to accomplish it.**

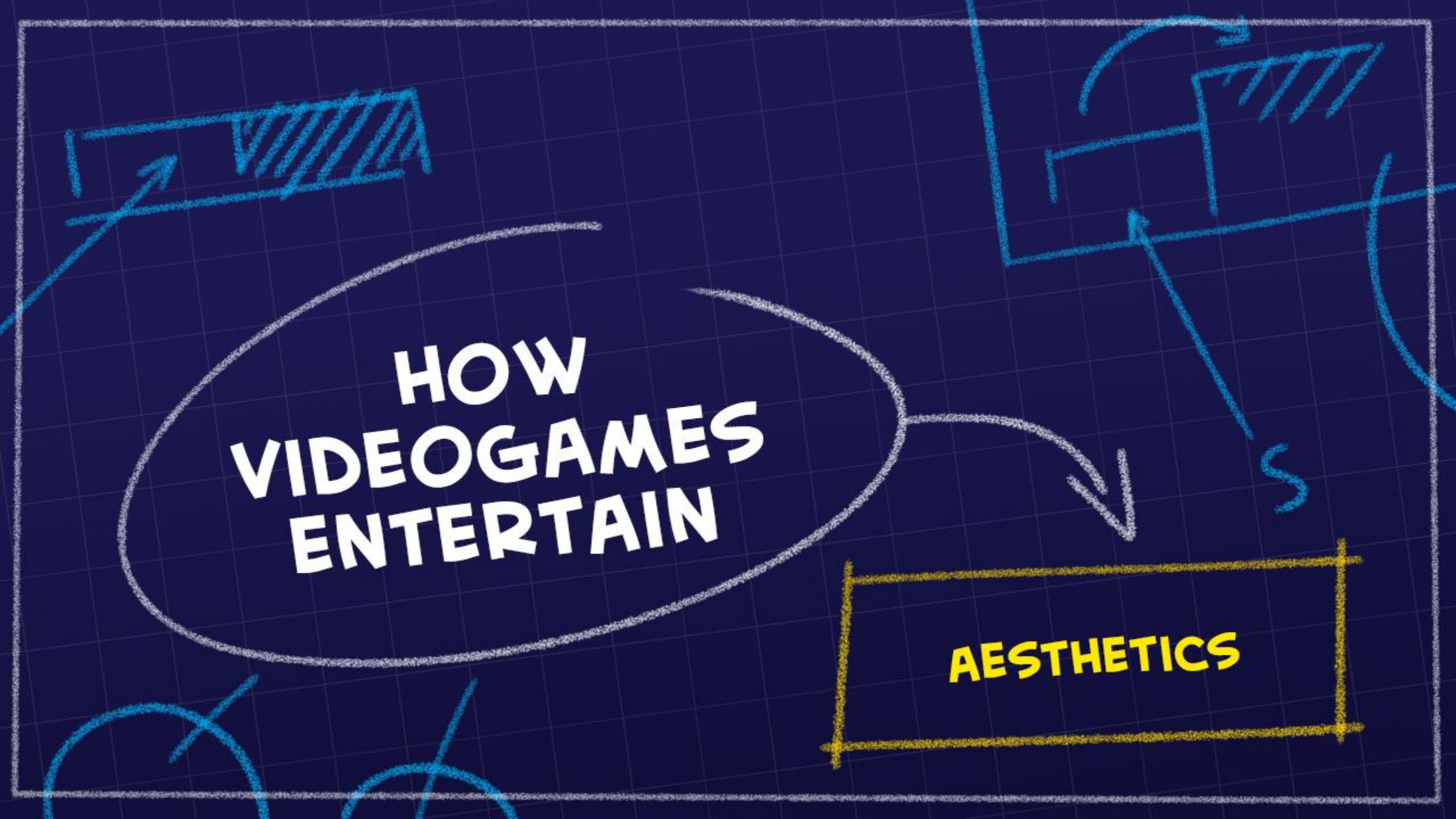
People also enjoy **executing the actions** a game has to offer. It is fun to fly planes, build castles, race in expensive cars, and do many other things that may be impossible in real life.

Some things are fun to do even if they **don't affect the outcome** of the game.



“Gameplay is the primary source of entertainment in all video games. When designing a game, it is the first thing to consider.”

- Adams, E & Rollings, A. Fundamentals of Game Design



HOW VIDEOGAMES ENTERTAIN

AESTHETICS



Aesthetics do not mean that a game has to be beautiful.

It must just be designed with a **sense of style** and created with artistic skill.

This also extends beyond the game world.

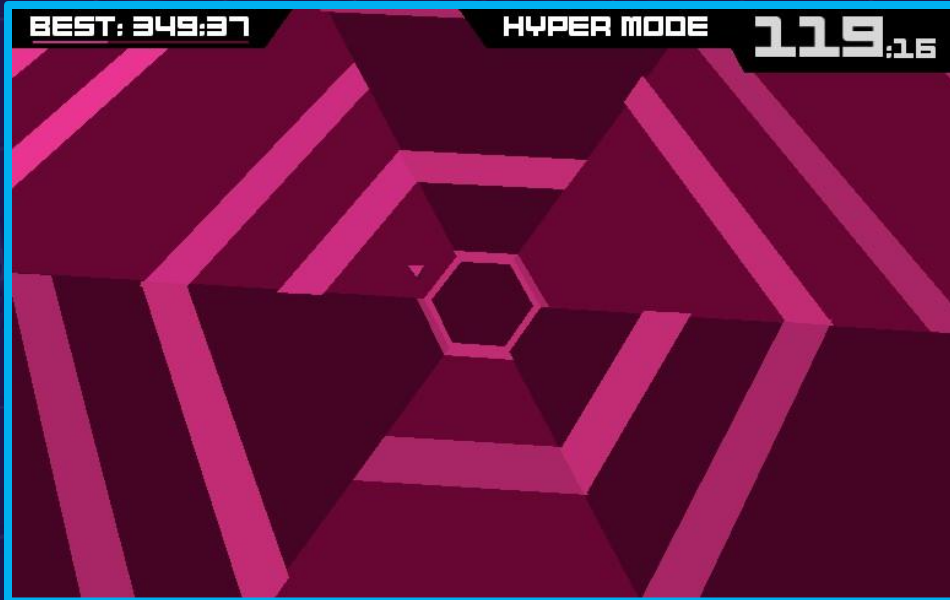




Interface graphics, buttons, fonts, menus and all other elements must **compliment the game world** to create a consistent experience.

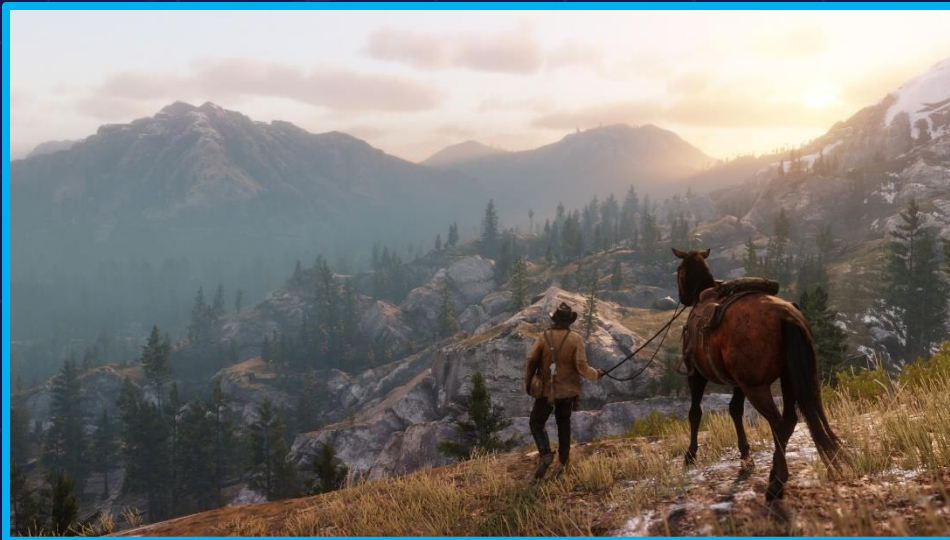
Speed, accuracy and grace are all part of a game's appeal.



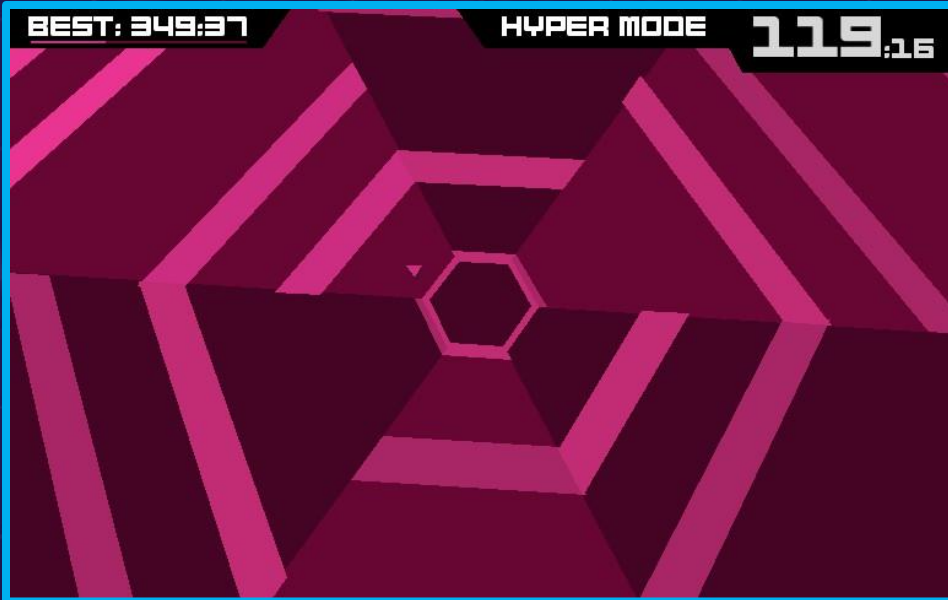


Graphics Versus Gameplay

Some designers and programmers, particularly veterans of the industry from the early days, are annoyed at the increasing **dominance of graphics**.

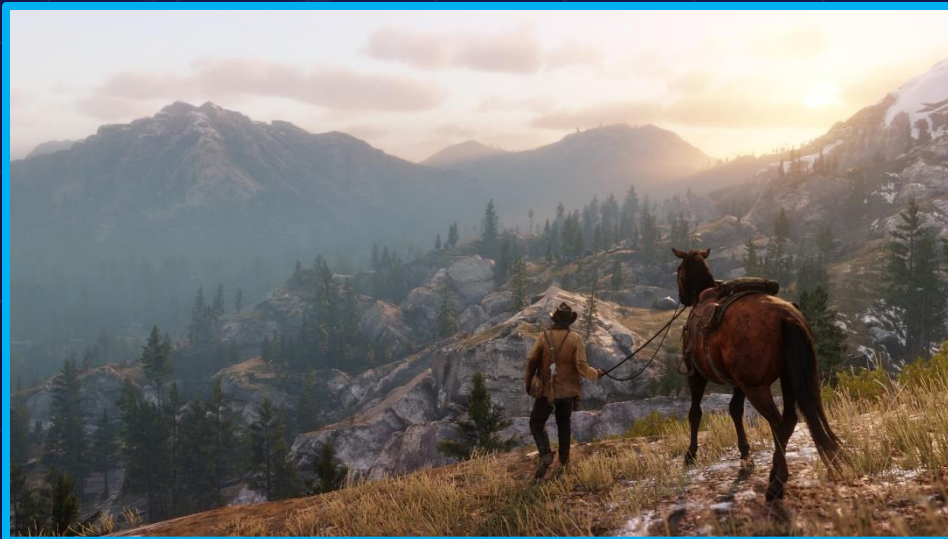


The truth is that **graphics and gameplay must work together** to produce the total play experience.



Graphics Versus Gameplay

Graphics create the setting, which **sells the game** and involves the player in the game's fantasy.



Gameplay provides the **challenge and actions** for the player to perform.

Both are essential to a player's enjoyment of the game.



*“An ugly or awkward video game is a bad one, no matter how innovative its design or impressive its technology. Part of your job is to give your players **aesthetic pleasure**.”*

- Adams, E & Rollings, A. Fundamentals of Game Design

HOW VIDEOGAMES ENTERTAIN

STORYTELLING



Many games incorporate some form of **story** as part of the entertainment they present.

In conventional games, players may find it difficult to become immersed in a story because they must also implement the rules.





Stopping to do this interrupts the player's sense of being in another place or being actors in a plot.



HOW VIDEOGAMES ENTERTAIN

**RISK AND
REWARD**



Risk and reward are key parts of any kind of **competitive gameplay**. Whenever you play a competitive game, you risk losing in the hope you will get the reward of winning.



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Risk is produced by **uncertainty**. If players know what the consequences of their actions are, **there is no risk**.



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Risk is produced by **uncertainty**. If players know what the consequences of their actions are, **there is no risk**.

A game should **always reward achievement**, whether it is risky or not. **The more difficult the achievement, the bigger the reward should be.**



Sonic The Hedgehog 2 (Sega, 1992)



Rewards don't always have to affect the gameplay.

Story-driven games reward the player by **advancing the plot of the story** or presenting more of it as they progress successfully.



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Story-driven games reward the player by **advancing the plot of the story** or presenting more of it as they progress successfully.

“A risk must always be accompanied by a reward. Otherwise the player has no incentive to take the risk.”

- Adams, E & Rollings, A. Fundamentals of Game Design

HOW VIDEOGAMES ENTERTAIN

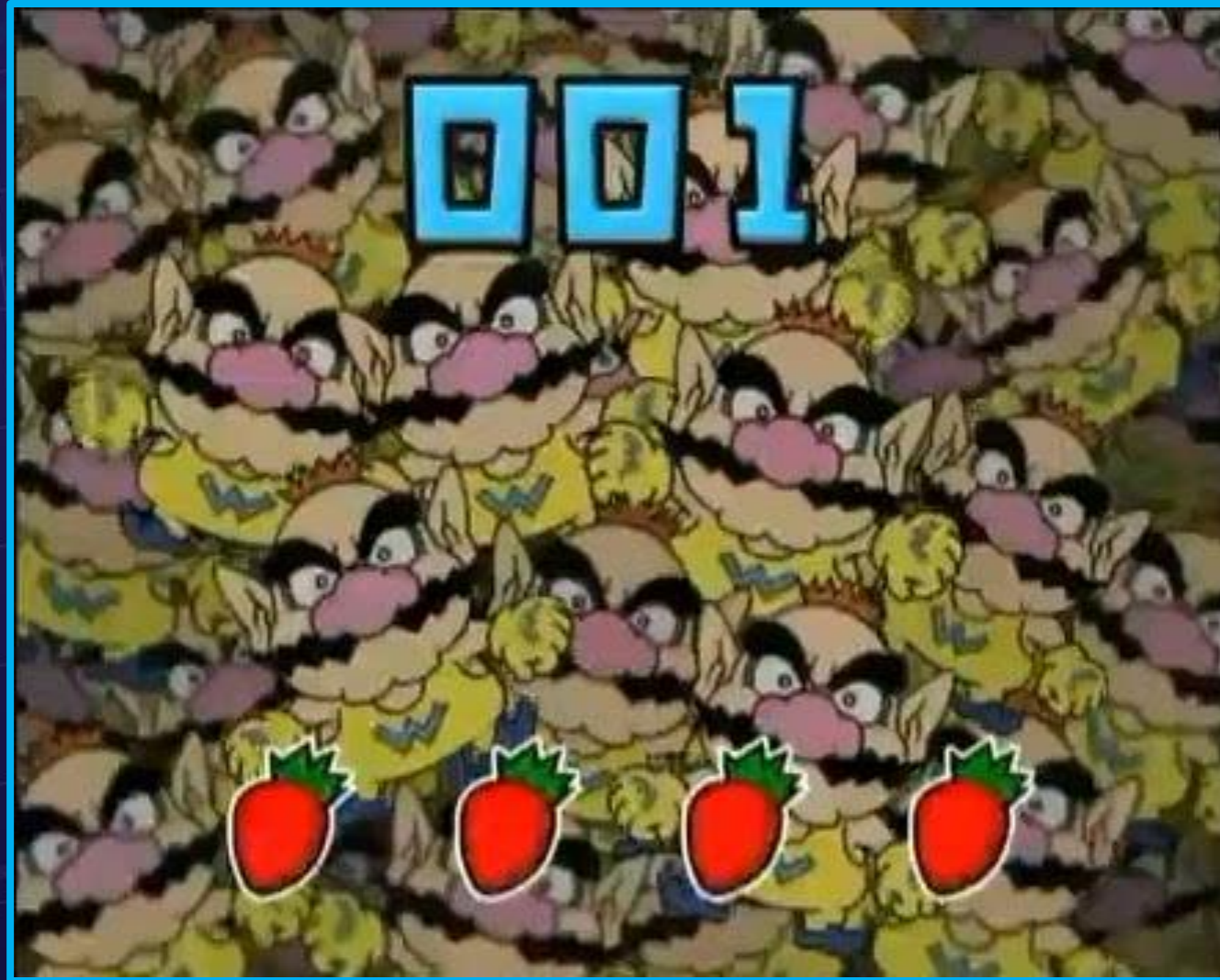
NOVELTY



People enjoy novelty – **new things to see, hear and do**. However, **novelty alone is not enough** to sustain player interest.

Video games give players new worlds to play in but can also **change the gameplay** as the game progresses.

Most games rely on **theme-and-variation approaches**, introducing **new elements** and giving the player a chance to explore it for a while before introducing the next one.



WarioWare: Smooth Moves (Nintendo, 2007)

HOW VIDEOGAMES ENTERTAIN

LEARNING



Learning is an aspect of playing games, even just for entertainment.
People enjoy the learning process.





In conventional games, players have to learn rules and then learn how to optimize their chances of winning.





As long as a game keeps offering **new things** to learn, it should remain enjoyable. However, learning isn't always easy and **isn't guaranteed to be fun.**

People enjoy learning when at least one of the following two conditions is met:



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- **It takes place in an *enjoyable* context**



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People enjoy learning when at least one of the following two conditions is met:

- It takes place in an *enjoyable* context
- It provides *useful* mastery.

HOW VIDEOGAMES ENTERTAIN

**CREATIVE &
EXPRESSIVE PLAY**



People love to **design and create** things such as clothing, creatures, buildings, cities or planets.

This activity can have a direct influence on the gameplay or can be purely cosmetic.





Bear in mind that if a player choice **affects the gameplay**, players won't always select the option the designer considers to be the best.

This is true even in situations if they are told what it is.



HOW VIDEOGAMES ENTERTAIN

IMMERSION



Immersion is the feeling of being submerged in a form of entertainment - being unaware that you are experiencing an artificial world.





When a player is immersed in a game they **devote all their attention to it** and it seems real.





The feeling of immersion is **deeply satisfying** and **entertaining** to some players.

Immersion in games can take several forms:

- **Tactical Immersion**
- **Strategic Immersion**
- **Narrative Immersion**



Tactical Immersion

When playing a game, the action is so fast that the player's brain has no time for anything besides **survival**.

Abrupt changes in gameplay will destroy tactical immersion.





Strategic Immersion

Players don't think about the characters, game world, or story – but focus on **optimizing their choices**.

They must understand the rules of the game so they can plan their actions for maximum advantage.





Narrative Immersion

The feeling of being **inside a story**, completely involved and accepting the world and events of the story as real.



In video games, the player is an actor within the story.





You cannot create immersion purely by design. The game must be **attractive and well constructed** or its flaws will break the player's sense of immersion.

If you want to create an immersive game, you must have a clear understanding of how your player likes to be entertained.

Remember **you cannot design a game that pleases everyone** - players will not become immersed in a game they don't like!



HOW VIDEOGAMES ENTERTAIN

SOCIALISING



People love to play games together in many different ways:





People love to play games together in many different ways:

- Local Multiplayer



People love to play games together in many different ways:

- Local Multiplayer
- Online Multiplayer



People love to play games together in many different ways:

- Local Multiplayer
- Online Multiplayer
- LAN (Local Area Network) Parties



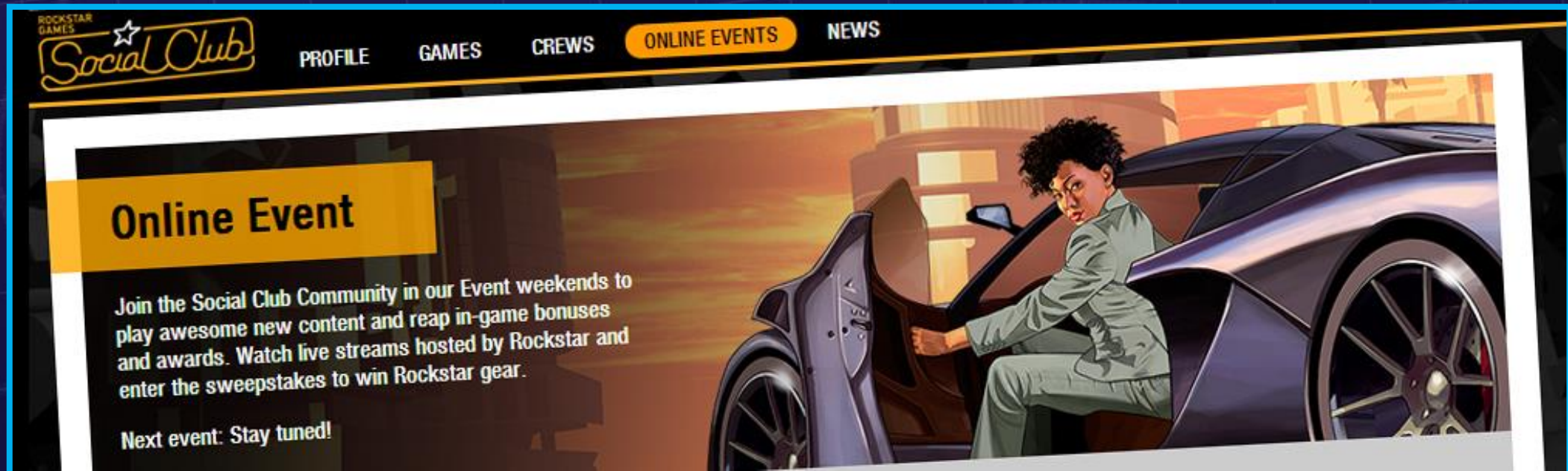
People love to play games together in many different ways:

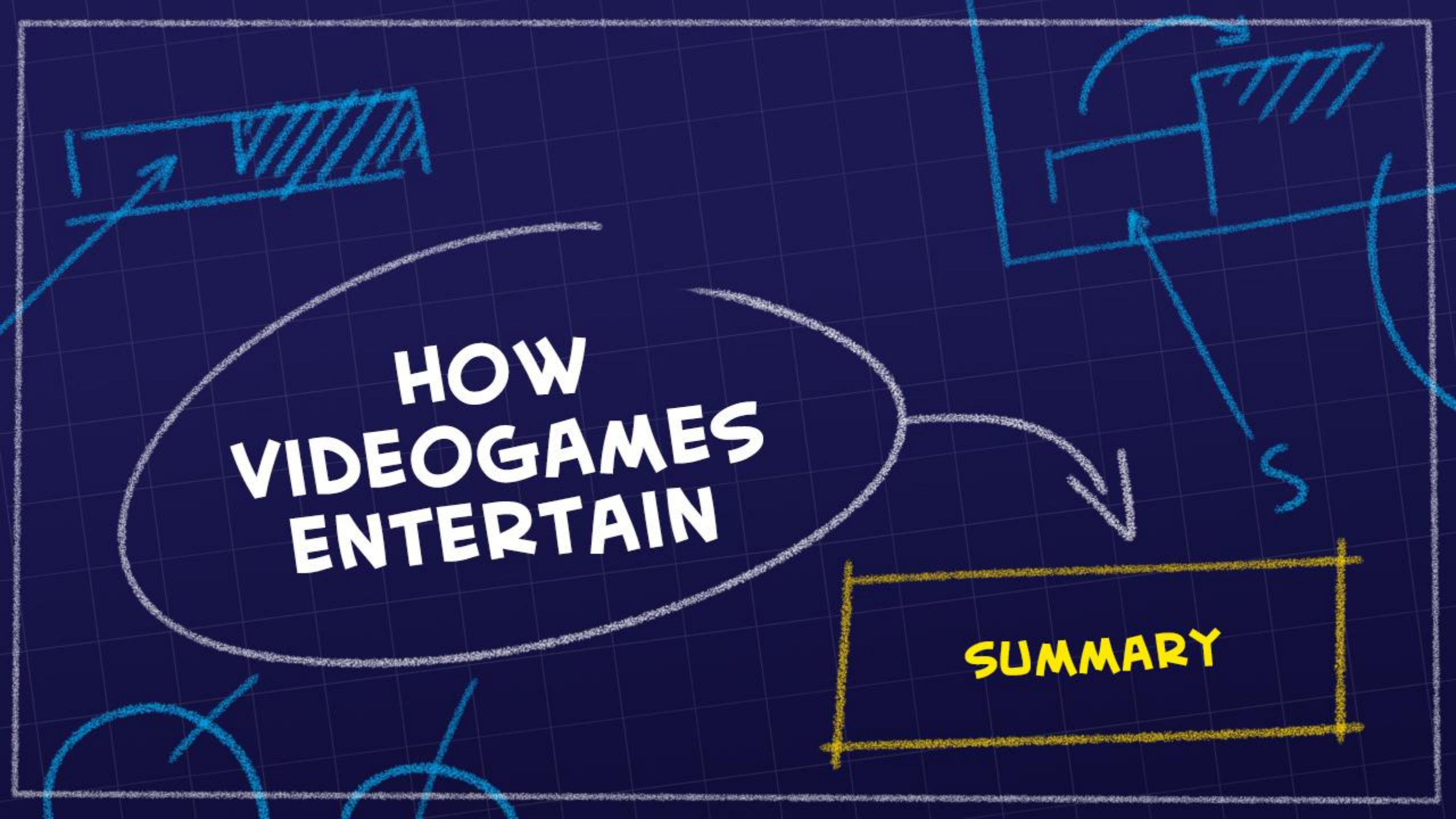
- Local Multiplayer
- Online Multiplayer
- LAN (Local Area Network) Parties
- Group Play (in single player games)



Multiplayer games frequently offer chat functions, forums and other **community-building facilities**.

These help to extend the game's entertainment beyond the gameplay.





HOW VIDEOGAMES ENTERTAIN

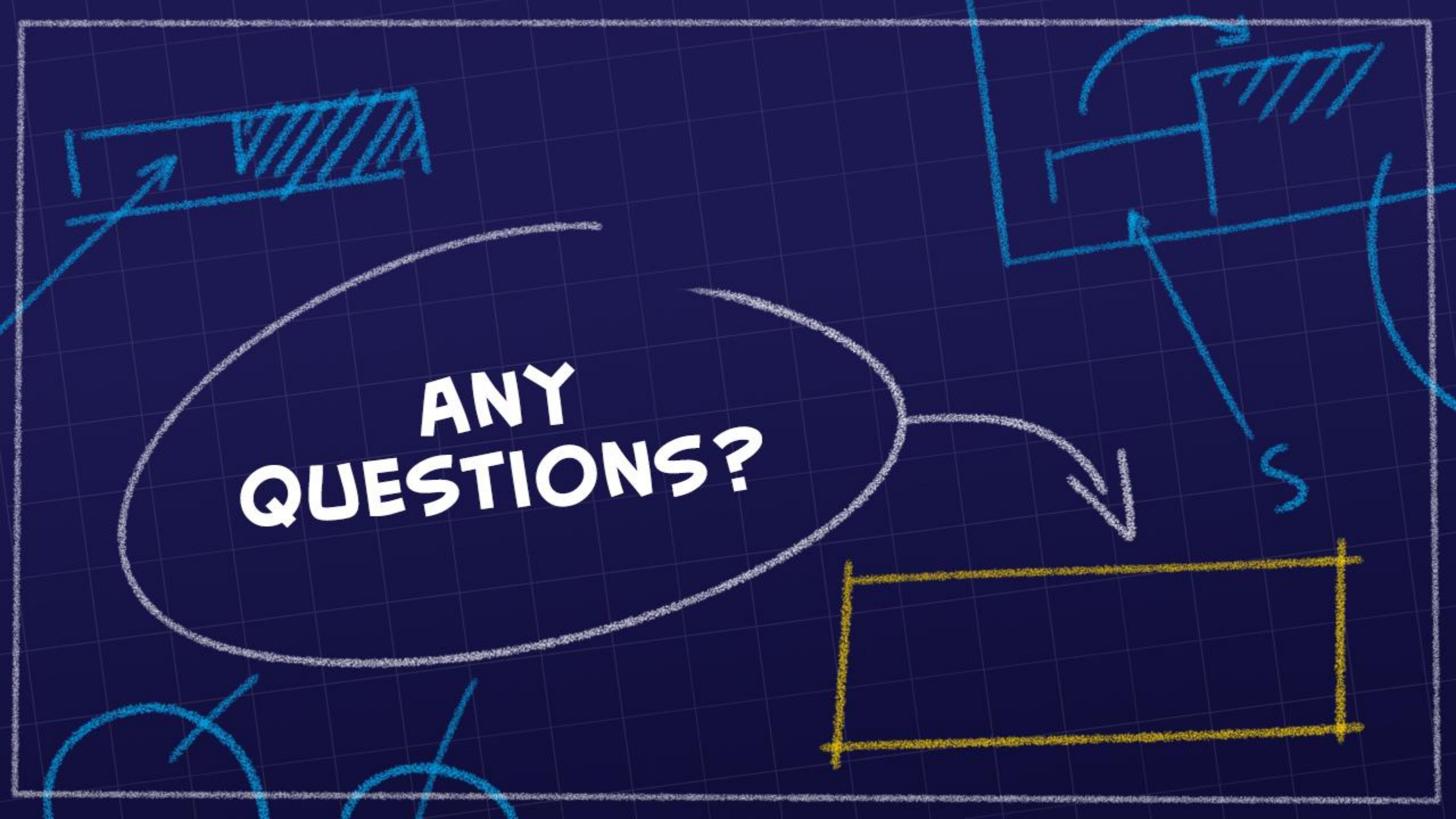
SUMMARY



How Videogames Entertain

- Gameplay
- Aesthetics
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- Creative and Expressive play
- Immersion
- Socialising



A hand-drawn diagram on a chalkboard background. The central element is a large, hand-drawn oval containing the text "ANY QUESTIONS?". To the top left of the oval is a rectangle with diagonal hatching and an arrow pointing towards it from the left. To the top right is a more complex diagram with a rectangle, a curved line, and an arrow pointing from the rectangle towards the oval. Below the oval, an arrow points from the oval to a large, empty rectangle. At the bottom left, there are two overlapping circles. At the bottom right, there is a large, empty rectangle. The entire scene is set against a dark blue background with a light blue grid pattern.

**ANY
QUESTIONS?**



Books

Adams, E. & Rollings, A. (2007). *Fundamentals of Game Design*. New Riders Publishing, USA.

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