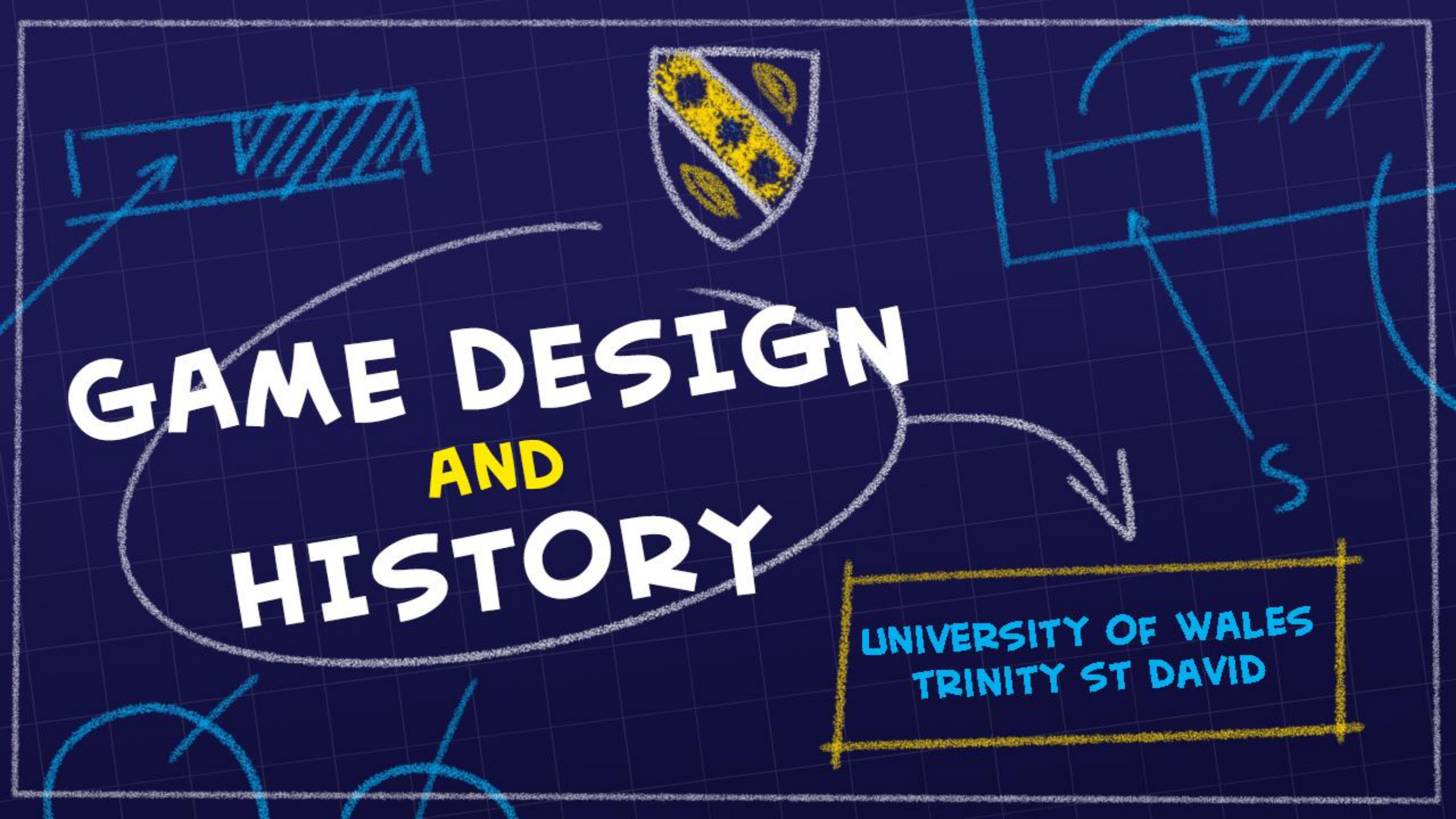




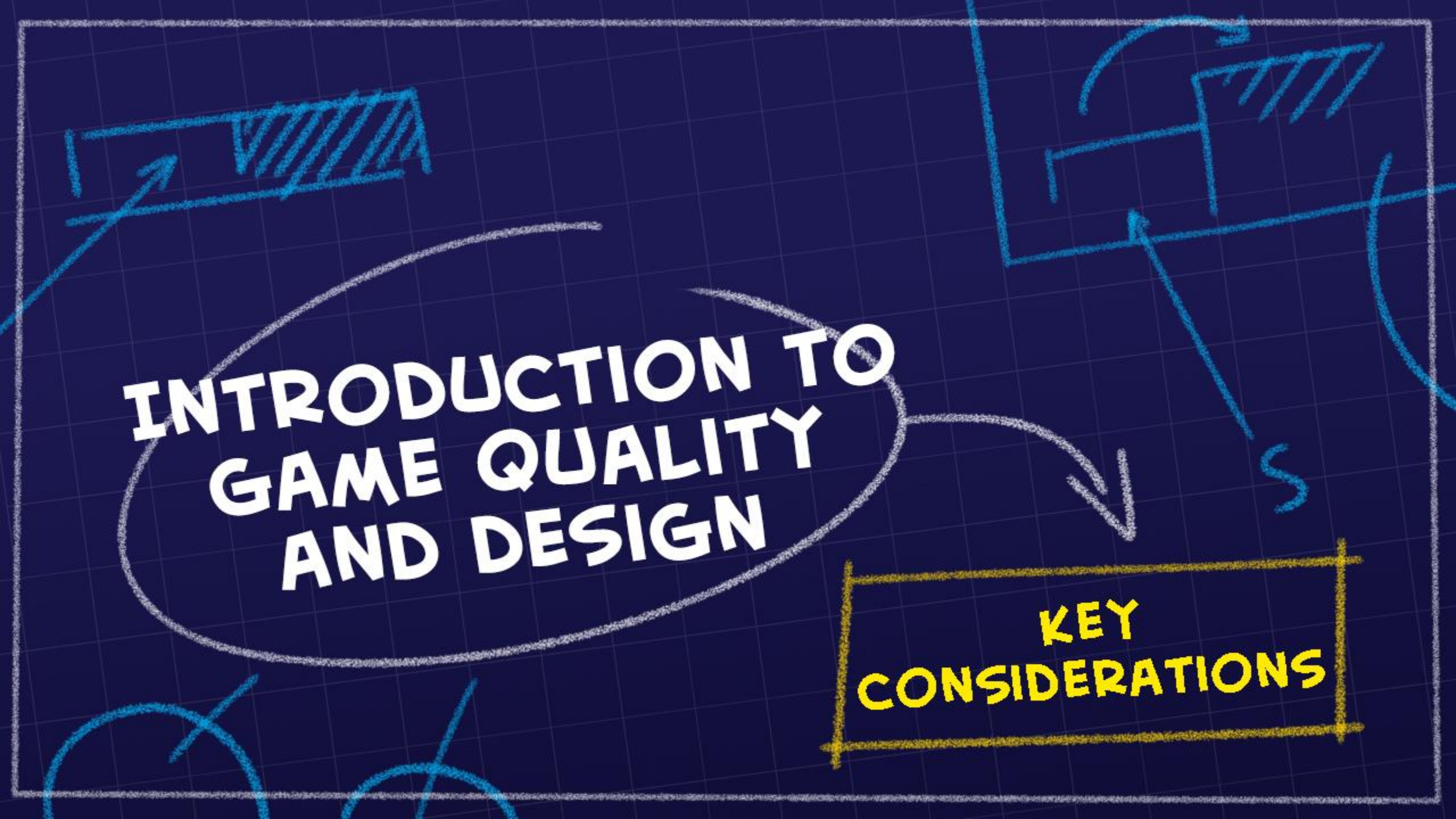
GAME DESIGN AND HISTORY

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Introduction to Game Quality & Design

- Key Considerations
- Definitions of 'game'
- The perception of quality
- Threats caused by poor quality games
- Facts about the current market

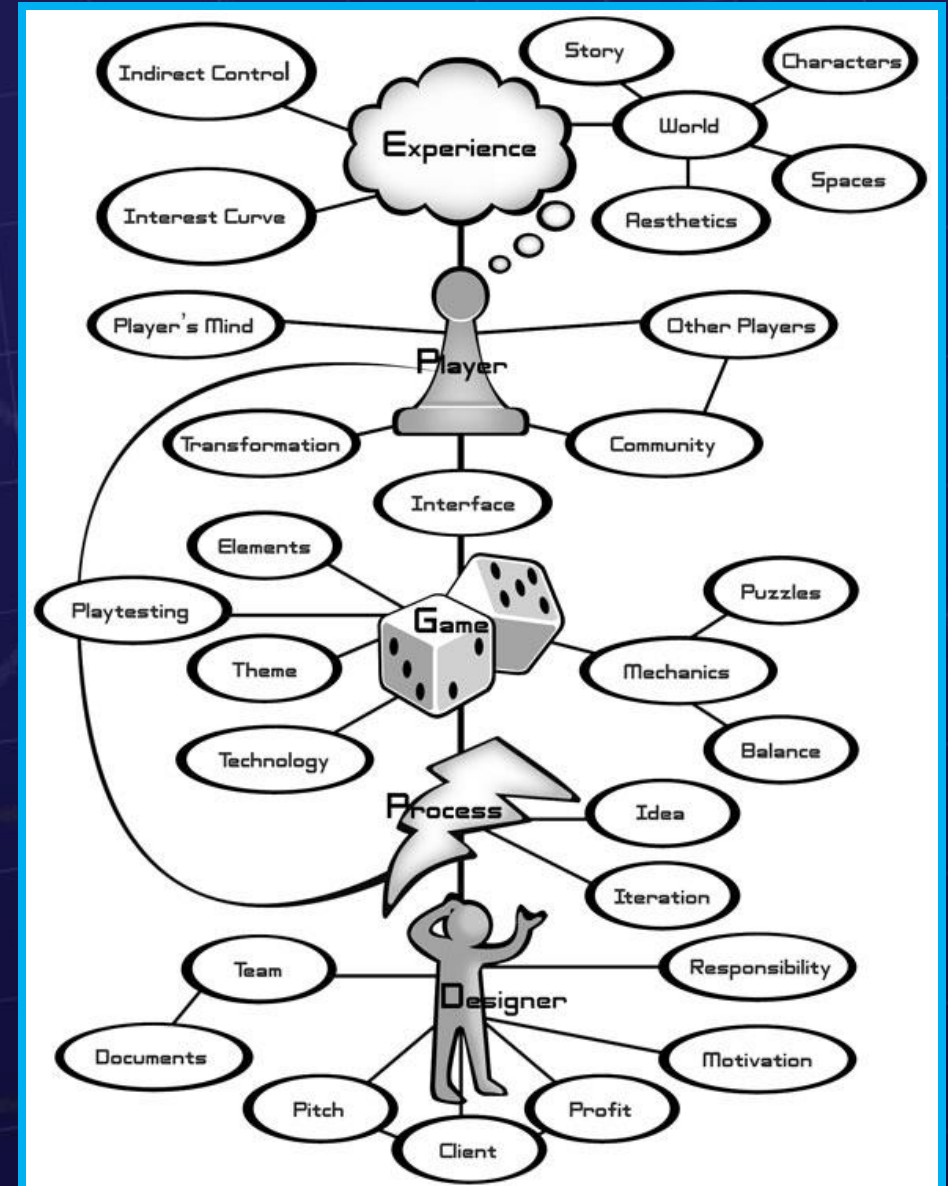


INTRODUCTION TO GAME QUALITY AND DESIGN

**KEY
CONSIDERATIONS**



One of the key considerations of game design is to **gain a better understanding of what makes a good game in order to improve quality.**





“If you want to write novels, you’ve got to read lots of novels. If you want to make movies, you’ve got to watch lots of movies.

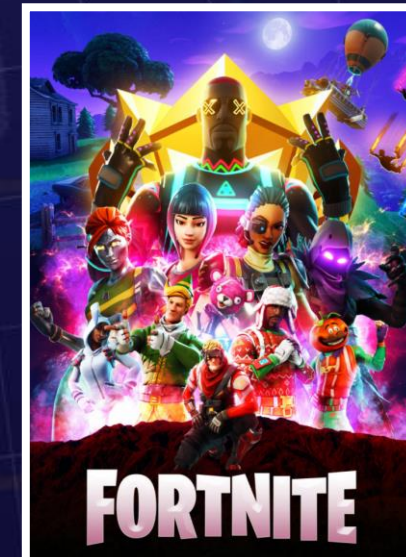
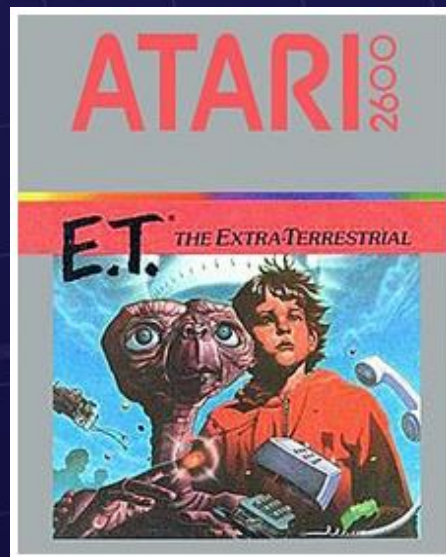
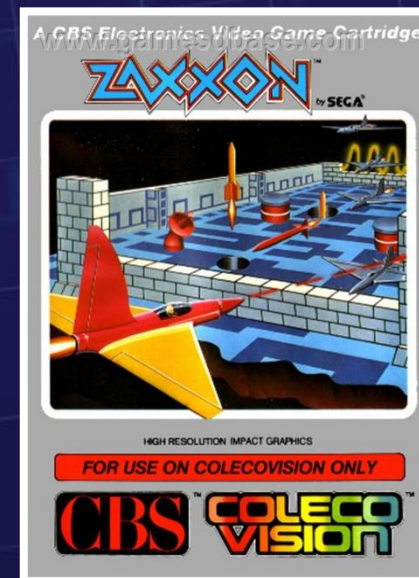
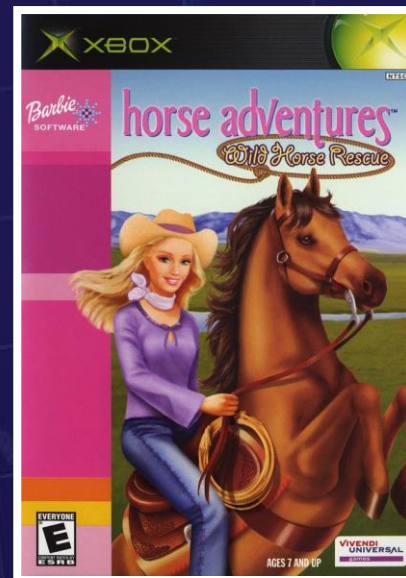
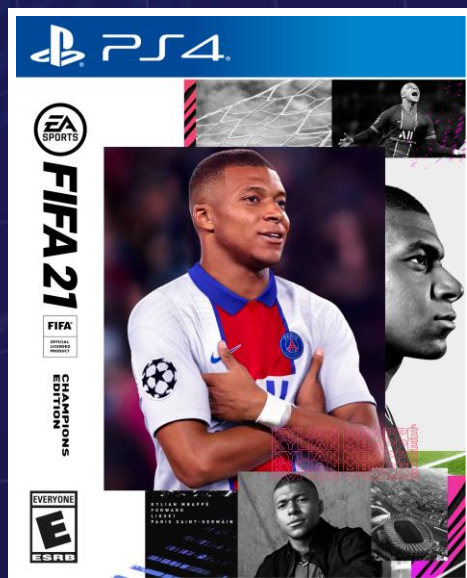
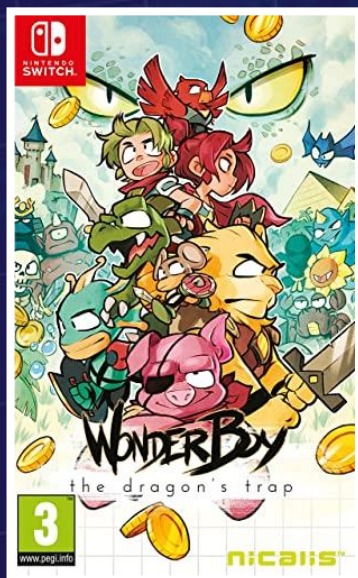
And if you want to design games, you’ve got to play lots of games. Every game designer must try out an **exotic array of games.**”

- Chris Crawford, *Chris Crawford on Game Design*



GAME DESIGN AND HISTORY

KEY CONSIDERATIONS





Additionally:

Do not JUST play games! Draw inspiration from elsewhere:

Personal experiences, stories, places, architecture, history, mythology, music, people, social interaction...

The understanding of games and gameplay can be extended by experiencing **as much as you can**.

INTRODUCTION TO GAME QUALITY AND DESIGN

DEFINITIONS OF
'GAME'



“There is nothing wrong with people having their own personal opinions about the proper definition of game, and what is or is not really a game, just as they may have similar opinions about what really is or not “music”, “art” or “sport””.

- Jesse Schell, The Art of Game Design: A Book of Lenses





“A form of play with **goals** and **structure**”

- Kevin Maroney, former game designer at Crossover Technologies





“A game is a form of art in which participants, termed players, **make decisions in order to manage resources through game tokens in the pursuit of a goal.**”

- Greg Costikyan ('Designer X'), game designer and science fiction writer





“An activity with some **rules** engaged in for an **outcome**.”

- Eric Zimmermann, CEO and Co-founder of Gamelab





‘An **interactive experience** that provides the player with an **increasingly challenging sequence of patterns** which he or she learns and eventually masters.’

- Raph Koster, Lead designer of *Ultima Online* & Author of *A Theory of Fun for Game Design*

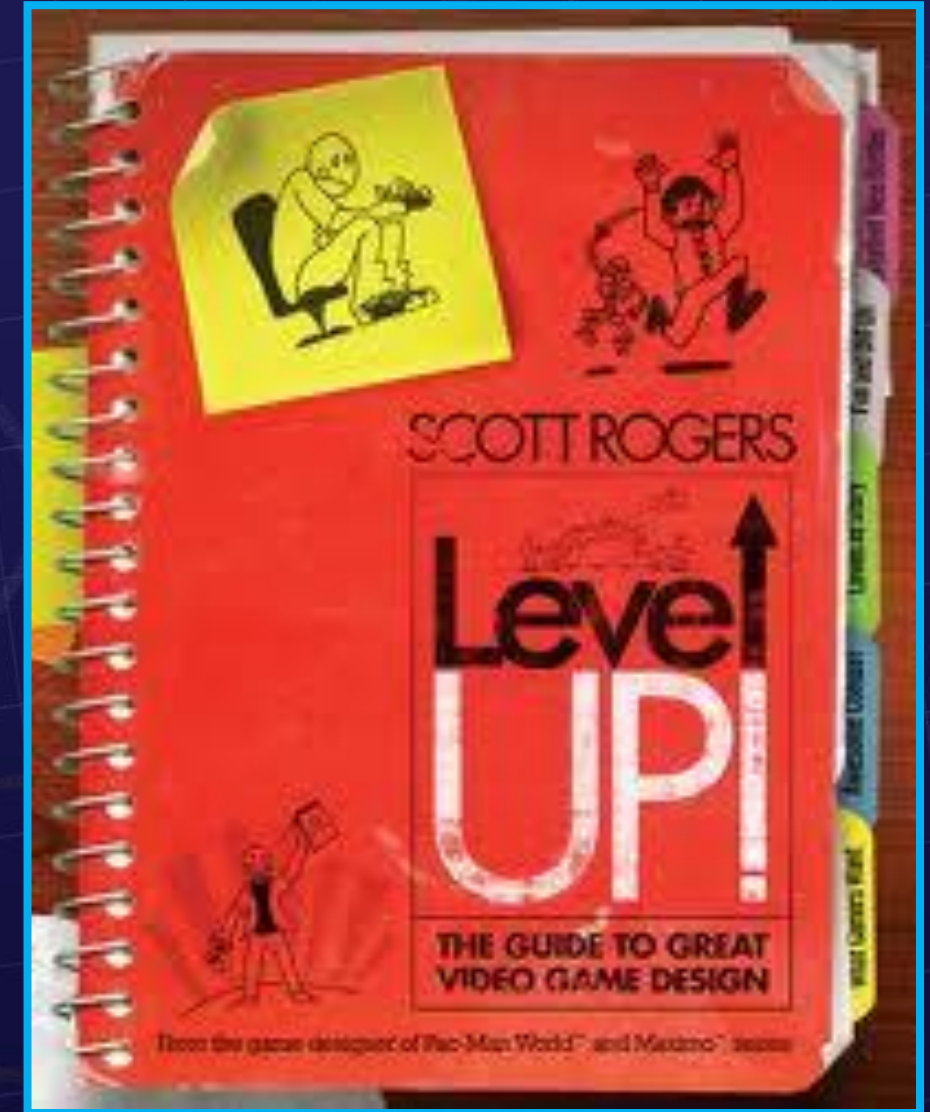


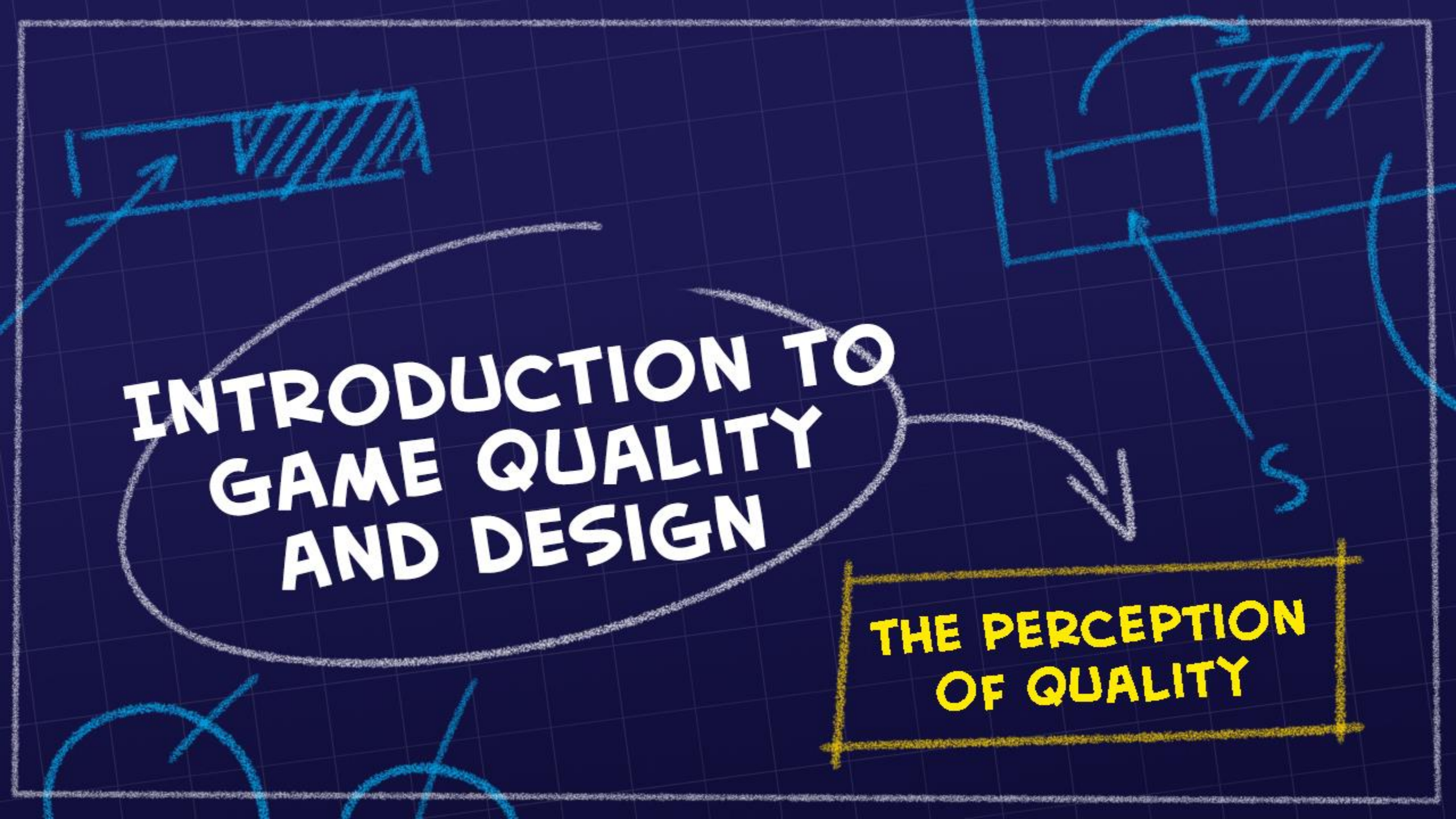


A Game is an activity that:

- Requires at least one player
- Has rules
- Has a victory condition

- Scott Rogers, *Level UP!*





INTRODUCTION TO GAME QUALITY AND DESIGN

THE PERCEPTION
OF QUALITY



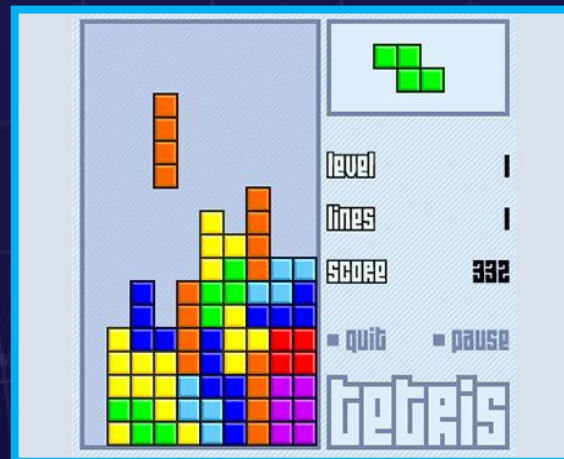
Concept of 'Timeless' games – Expectations differ according to the type of game.

Can you suggest examples of timeless games?



Concept of 'Timeless' games – Expectations differ according to the type of game.

Can you suggest examples of timeless games?





Timeless Games





INTRODUCTION TO GAME QUALITY AND DESIGN

THREATS CAUSED BY
POOR QUALITY GAMES



Previous industry crashes have links to the quality of games available at the time.

These are not entirely responsible for past events but were a contributing factor.



Poor quality games still exist in today's market – even with almost 50 years of videogame evolution there are many flawed or low quality products available.

wrapped in huge
What fans and developers should learn from Sony and Hello
Games

By **Ben Kuchera** | Sep 16, 2016, 11:00am EDT



Cyberpunk 2077 Was Supposed to Be the Biggest Video Game of the Year. What Happened?

Nearly a decade of hype led to a troubled release riddled with glitches, a livid fan base, refunds for potentially millions of players and a possible class-action lawsuit.





Factors for this include:





Factors for this include:

- The rise of the 'indie' market in recent years



Factors for this include:

- **The rise of the 'indie' market in recent years**
- **Mobile platforms offering an easier path to market reducing the need for publishers**



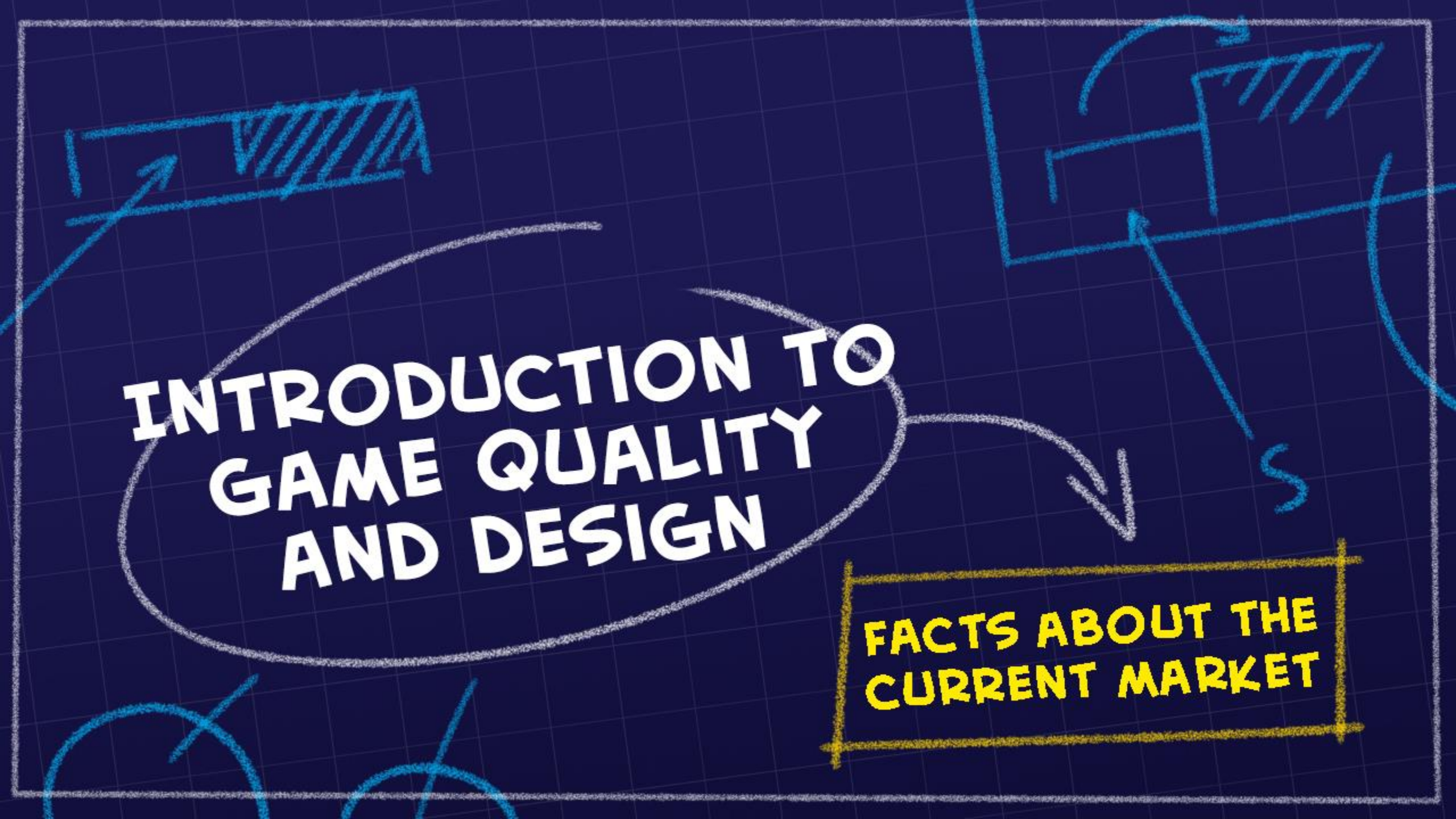
Factors for this include:

- The rise of the 'indie' market in recent years
- Mobile platforms offering an easier path to market reducing the need for publishers
- Games '**Designed by Committee**' – identifying and capitalising on trends with low quality releases



Factors for this include:

- The rise of the 'indie' market in recent years
- Mobile platforms offering an easier path to market reducing the need for publishers
- Games '**Designed by Committee**' – identifying and capitalising on trends with low quality releases
- Free / cheap development software helping give rise to the concept that “anyone can make a game”



INTRODUCTION TO GAME QUALITY AND DESIGN

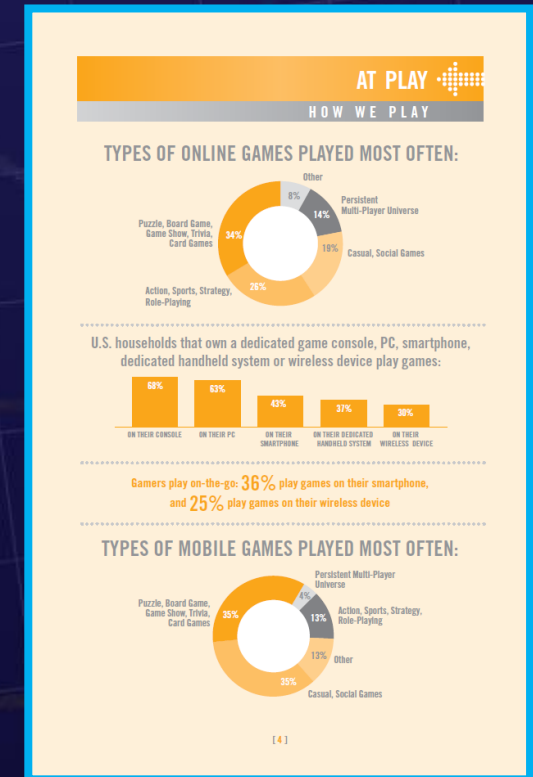
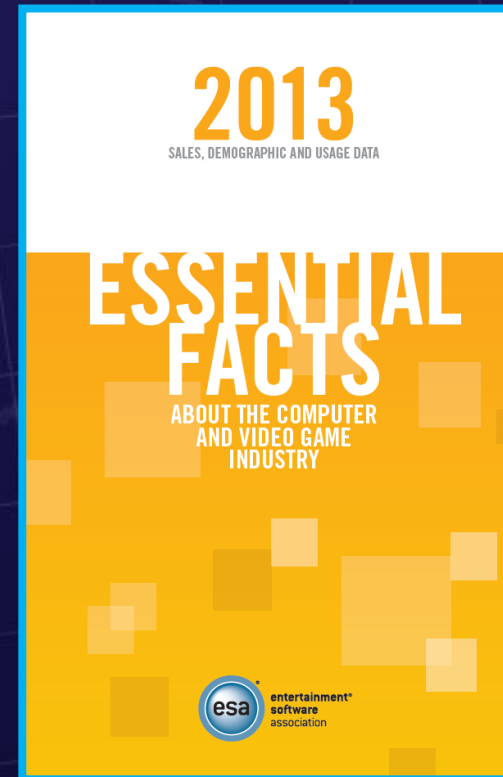
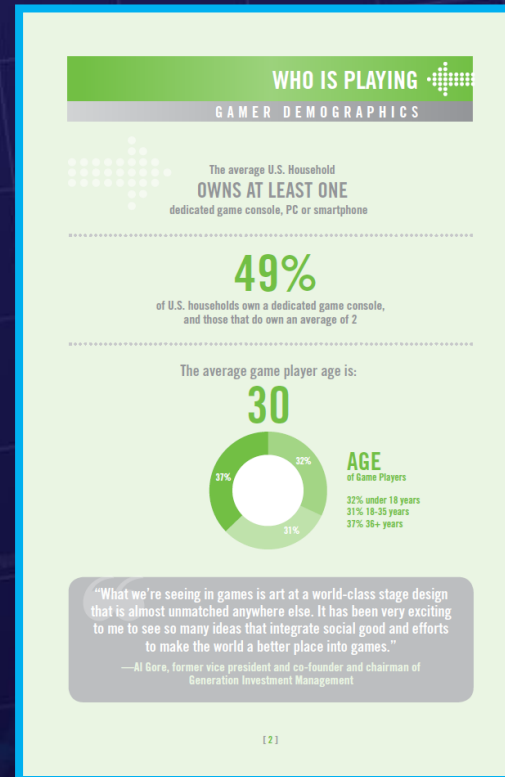
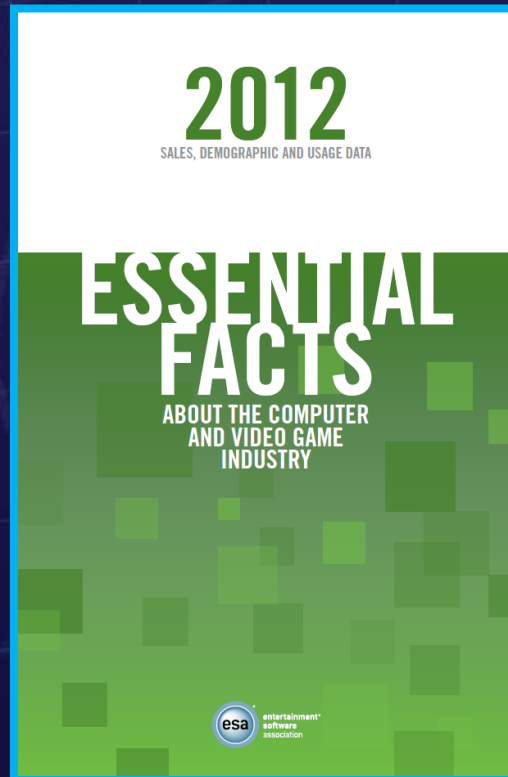
**FACTS ABOUT THE
CURRENT MARKET**



Entertainment Software Association (ESA) Data

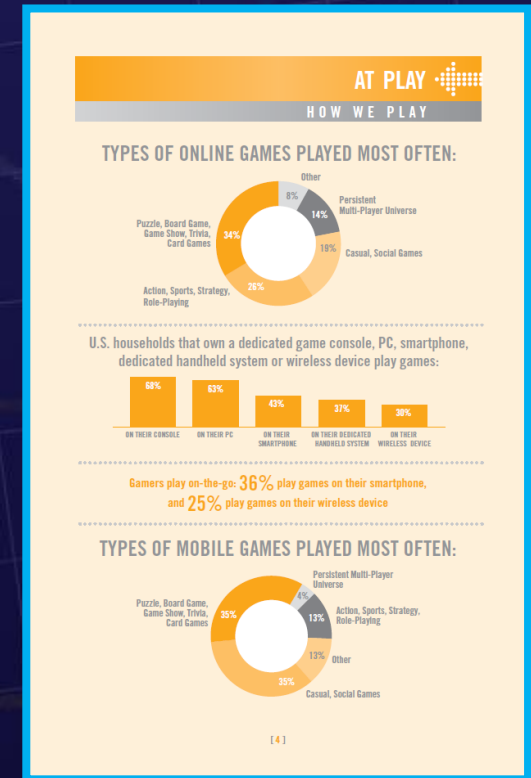
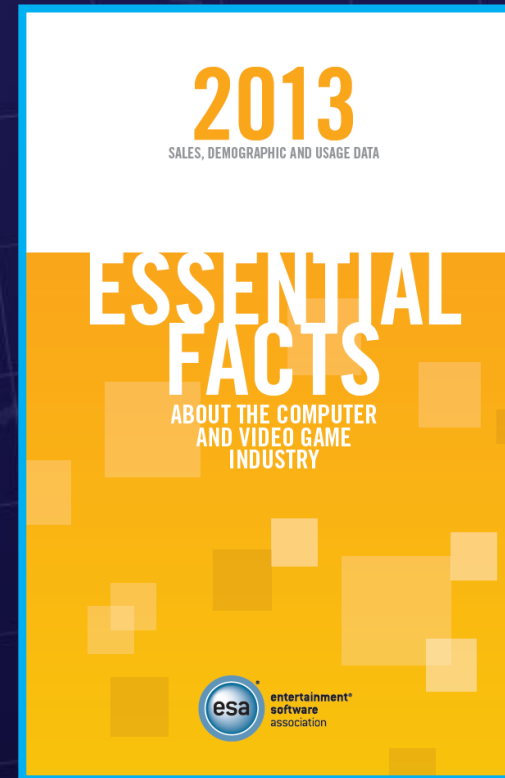
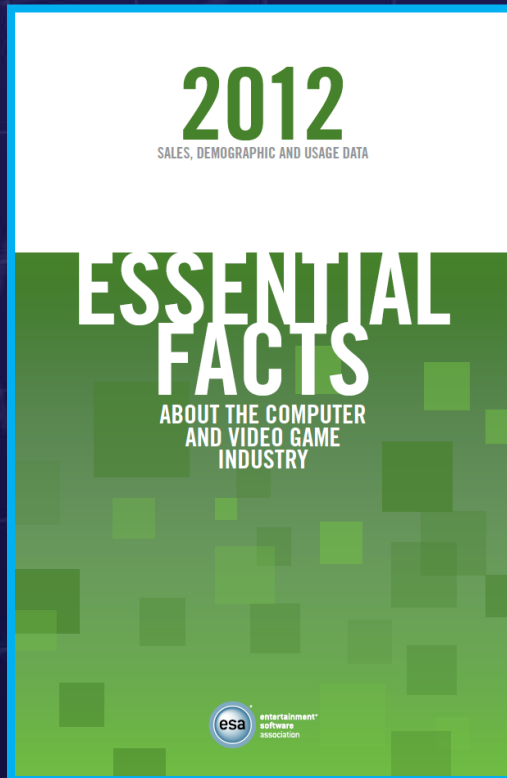
<http://www.theesa.com/>

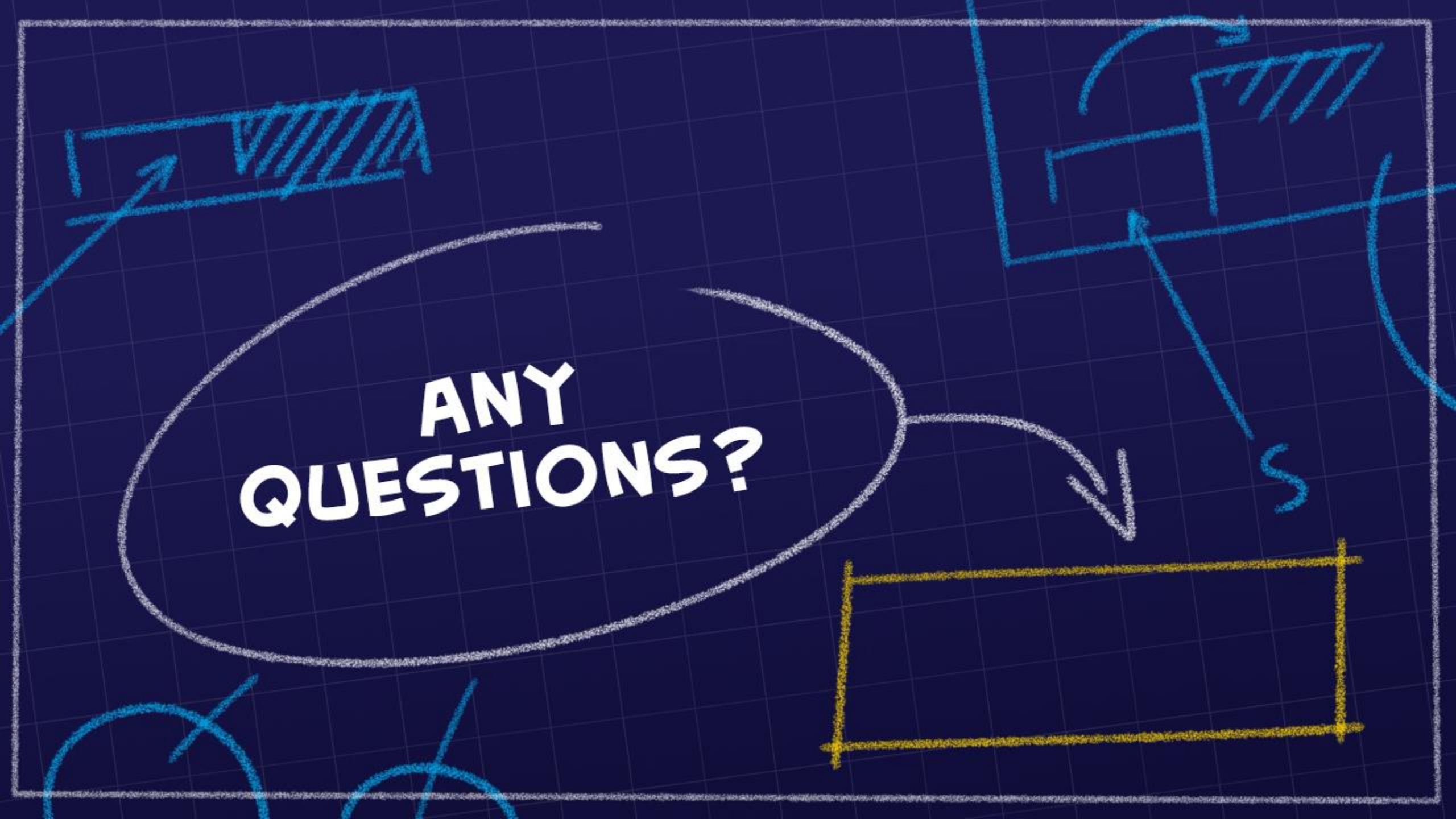
(Please note that this only covers the North American market)





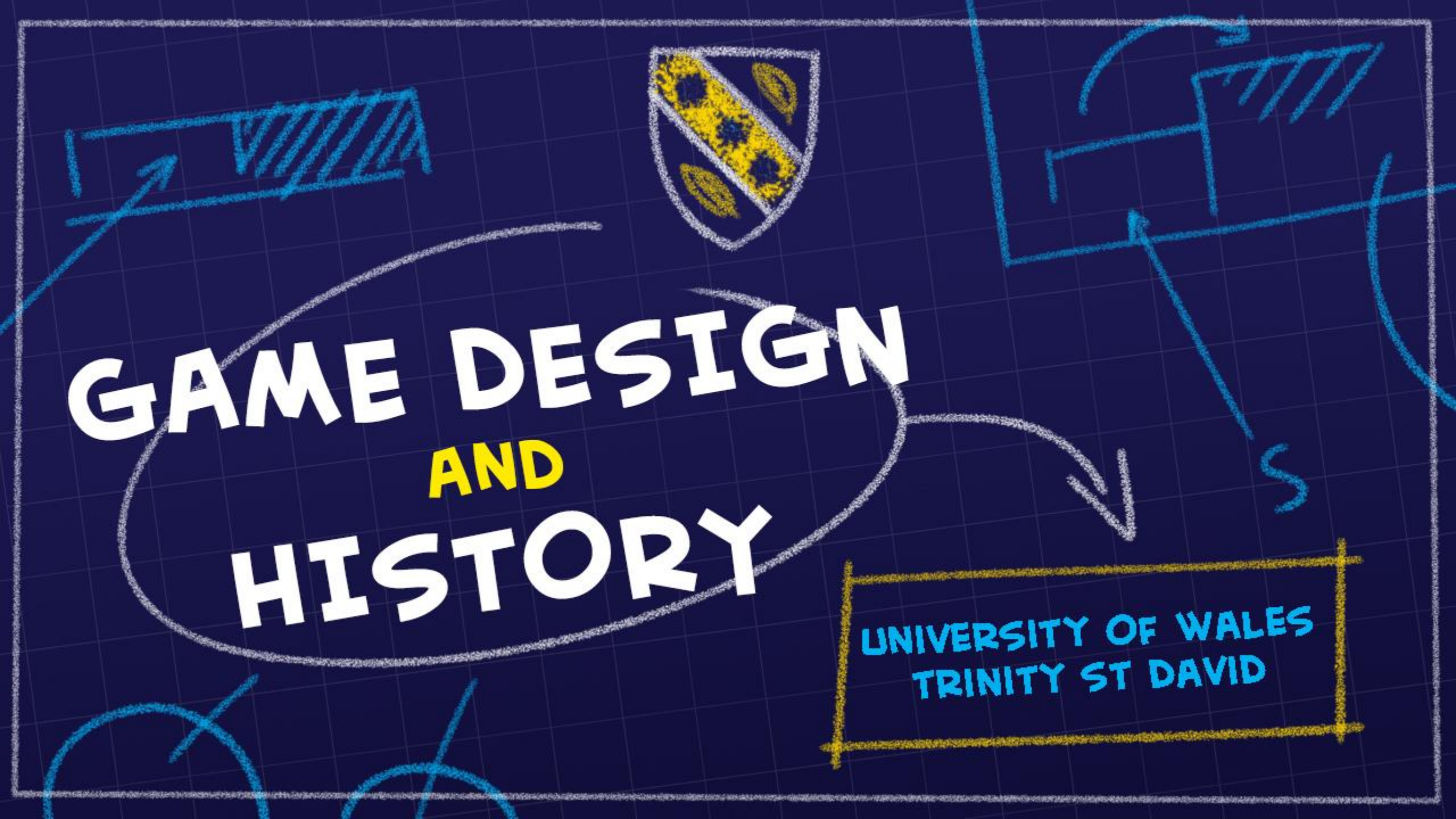
ESA Data covering the last **decade** is also available on the Game Design and History Module **Moodle page**.





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 rectangular box 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 above it, and an arrow pointing from the rectangle towards the oval. Below the oval, an arrow points from the oval to a large, empty rectangular box. At the bottom left, there are two overlapping circles. At the bottom right, there is a large, empty rectangular box. The entire diagram is drawn with chalk on a dark blue grid background.

**ANY
QUESTIONS?**



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