

Game design

Arno Kamphuis

Game Design 2010-2011

This lecture

- Game design
 - What is a game?
 - What types are there?
 - Types vs genres
 - Elements of a game
- But first...

Practical assignments



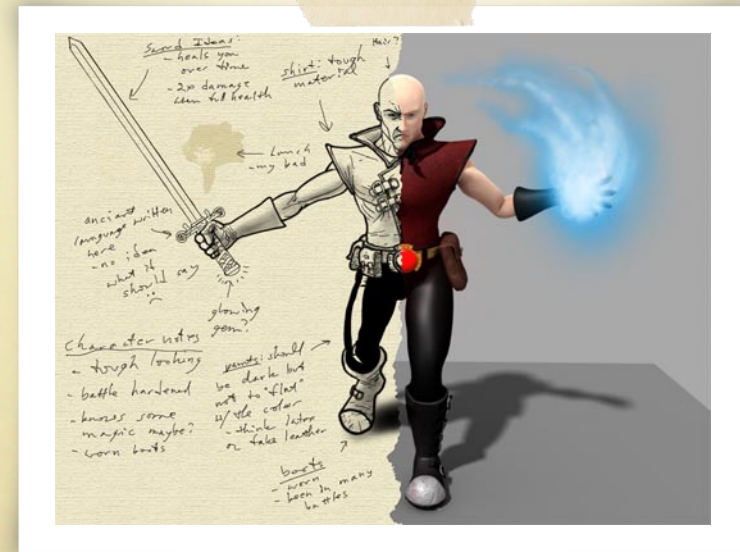
Deadline

- Deadline first assignment is Monday
- Remember the time: 17h00
- Late policy!

Deadline

- Deadline first assignment is Monday
- Remember the time: 17h00
- Late policy!
 - Between 0 and 24 hours late: 2 points deducted
 - Between 24 and 48 hours late: 3 points deducted
 - After 48 hours: no grade!

Game Design



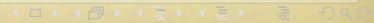
What is game design?

What is game design?

- Is it an art?
 - It is all about artistic expression

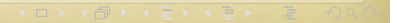
What is game design?

- Is it an art?
 - It is all about artistic expression
- Is it technical?
 - Just follow some design rules and you're done



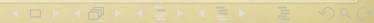
What is game design?

- Is it an art?
 - It is all about artistic expression
- Is it technical?
 - Just follow some design rules and you're done
- Can anyone do it?
 - Write simple story, write a document or two on the design and give it to the programmers.



What is game design?

- Is it an art?
 - It is all about artistic expression
- Is it technical?
 - Just follow some design rules and you're done
- Can anyone do it?
 - Write simple story, write a document or two on the design and give it to the programmers.
- No: it is a craftsmanship
 - It is s part art, part technical... but very very difficult

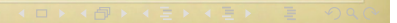


What is a game?

A game is an activity among two or more independent decision-makers seeking to achieve their objectives in some limiting context.

by **Clark C. Abt**

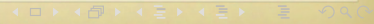
introduced the term 'Serious game' in 1970



What is a game?

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

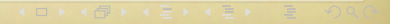
by **Greg Costikyan**



What is a game?

A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.

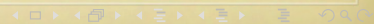
by **Salen and Zimmerman**



What is a game?

Important ingredients:

- players
- making decisions
- a goal or outcome
- rules (resources, game tokens)
- artificial, limiting context



Game vs Toy



Game versus Toy

- When is it a game, when is it a toy?
 - Is SimCity a game?



Game versus Toy

- When is it a game, when is it a toy?
 - Is SimCity a game?
 - Is Second Life a game?



Game versus Toy

- When is it a game, when is it a toy?
 - Is SimCity a game?
 - Is Second Life a game?
 - Is The Sims a game?



Game versus Toy

- When is it a game, when is it a toy?
 - Is SimCity a game?
 - Is Second Life a game?
 - Is The Sims a game?
- Is it important?
- Fun is what matters?
- Challenges vs Free play

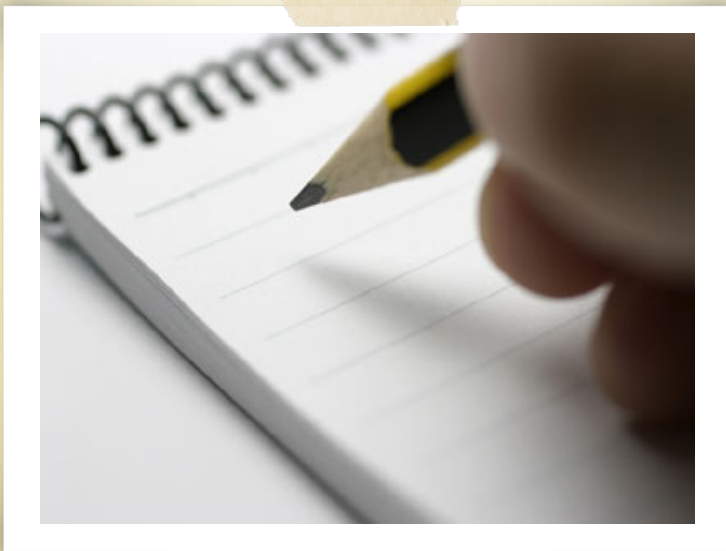


Types of Games



- Arcade/Pinball
- First person shooter
- Third person shooters
- Role playing games
- Flight simulators
- Racing
- Sport simulators
- Strategy games
- GOD games
- Puzzle games
- Adventure
- Fitness games
- Rhythm
- Edutainment

Elements of games



Important game play elements

- Reaction speed
- Experience
- Insight
- Cleverness
- Surprise
- Emotions
- ...

What is a genre??

Genres are based on

”underlying similarities rather than their superficial visual or narrative differences”

But genres are not cut into stone

- Many disagree on what genres there are

Genres

- Action
- Adventure (incl. RPG)
- Strategy
- Simulation (Vehicles, Management, Construction)
- Puzzle
- Competition (Sports, Online)
- Toys
- Education

Genres

Action

Frantic button pushing

Reaction speed

Experience

Genres

Adventure (incl. RPG)

Story

Surprise

Emotions

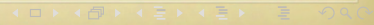
Genres

Strategy

Non-trivial choices

Insight and cleverness

Experience



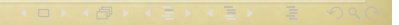
Genres

Simulation (Vehicle, Management, Construction)

Optimization exercises

Insight

Experience

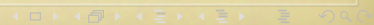


Genres

Puzzle

Hard analytic thinking

Cleverness



Genres

Competition (Sports, Online)

Beat the other players

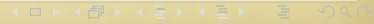


Genres

Toys

Software to have fun with

Surprise



Genres

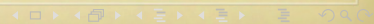
Education

Learning by doing



Types of players

- Hard-core gamers vs Mass-market
- Mass-market vs Casual
- Young vs Old
 - Remember: average age is 33
- Male vs Female
 - 48% of gamers is female
- 60% of the games are played with friends
- You really need to adapt your game to this
 - The holy grail is to make games that automatically adapt to the user



What is a good game?

- During the coming 5 minutes, discuss with your neighbors (left/right/up/down) what you think makes a good game
 - Does not have to be a computer/video game
- In your 'group', list two aspects of what makes a good game and one that makes a bad/terrible game
- After this we will make a list of good/bad aspects



What is a good game?

- graphics/light effects
- sound effects
- music
- story
- game play
- interaction
- documentation
- FMV (movies)
- Internet gaming
- person/computer opponents
- game balancing
- addicting
- atmosphere
- long-lasting (not repetitive)
- original

Features vs Chrome



Features vs Chrome

- What are essential features in a game
- What is chrome?
 - Again, consider certain games:
 - Age of Empires (choosing from 12 races?)
 - SimCity (building styles)
 - Is 3D chrome?
 - First-person view vs third person view
 - The role of video sequences
- Is chrome important?

Next time

Game play

