What makes Games Work?

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How many play games?

Anybody NOT play games?
Crossword puzzles,
cards, solitaire,
basketball, Halo 3...
Why do we play games?
What causes us to buy a game?

Entertainment
Enjoyment
Escape
Immersion
Competition
Social Interaction
FUN!!
What is Fun?

Does a game have to be fun in order to be a game?
Why are some games boring?

How do we make a game that is fun?
What can we learn from previous successful games?

If you really want to understand how to create good interactive entertainment, first study the classics, and then try to improve on them.
—Jesse Schell,
Professor of Entertainment Technology, Carnegie Mellon University
Selling Fun Computer Arcade games the “80’s.”

Predecessors to 80’s Arcade Games

Slot Machines - Gambling

Pinball Machines
How do 80’s arcade games compare to current day computer games?

Arcade Games had to entice the user, same as today but:
- User had to be able to learn the game within a quarter or two.
- The game had to increase in difficulty so the game would end.
Don’t want the user to play forever on a quarter.
- Could not win.
- Scores were the reward.
- High user scores provided even more reward.

How do 80’s arcade games compare?
What elements make a game fun?

Describe all possible elements that make a game enjoyable or fun...
Programmers say xxx but artists say yyy.

<table>
<thead>
<tr>
<th>Gameplay</th>
<th>Graphics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sound/Music</td>
<td>Knowledge</td>
</tr>
<tr>
<td>-Story/Plot/Concept-</td>
<td>Mastery</td>
</tr>
<tr>
<td>topical, humorous, current.</td>
<td>Escape</td>
</tr>
<tr>
<td>Immersion</td>
<td>Entertainment</td>
</tr>
<tr>
<td>Action/Excitement/Calming</td>
<td>Addictive</td>
</tr>
<tr>
<td>Social Interaction</td>
<td>RULES</td>
</tr>
<tr>
<td>-Competition/Score/Winning</td>
<td></td>
</tr>
</tbody>
</table>
How can RULES be fun?

Can you think of a game that does not have rules?

Rules provide a lot of potential for adding diversity to the game.
Why Tic-Tac-Toe??

The design process for a card game, dice game, party game, or an athletic game is no different from the process of designing a video game.

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