

IE179 Gender and Computer Games

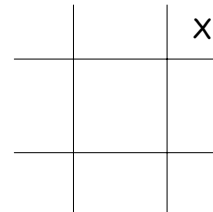
Today

- Core concepts
- Playtesting
- Report on last week's lab

Meaningful play

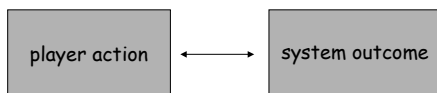
I'm thinking of a person ...

Meaningful play



your turn...

Meaningful Play



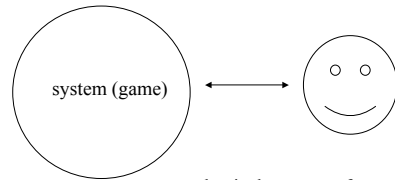
Meaningful Play

- Discernable: player's actions change the game state in an observable way
- Integrated: player's actions affect long term outcome

Chess

Is chess meaningful play?

Meaningful play



what is the nature of this interaction?

Interaction

- Functional interaction: roll dice
- Explicit interaction: follow rules
- Cognitive interaction: make choices
- Culture-al interaction: wear your lucky socks

Game Design and Development

Iterative design and development

1. Determine the most pressing problem to tackle
2. Design solution
3. Implement solution
4. Test solution

Gameplay observations

How would you evaluate the interaction in your game?

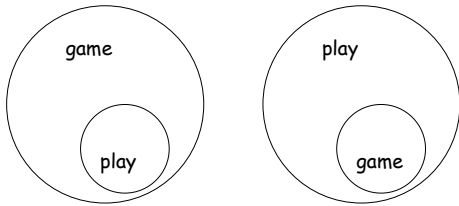
- Functional interaction: roll dice
- Explicit interaction: follow rules
- Cognitive interaction: make choices
- Cultural interaction: emergent behavior

Game Design and Development

Iterative design and development

1. Determine the most pressing problem to tackle
2. Design solution
3. Implement solution
4. Test solution e.g. playtesting

Games and Play



Play testing

Is it fun?

Playtesting exercise

- Propose a change to your game to test
- Propose a way to test its success

Thursday

- Brief presentations
 - describing your experiment
 - describing your observations
 - should we consider your experiment
 - why?
 - propose a rule change
 - propose a way to evaluate the change