

D16 - Bellringer!

- ▶ Why do we play games, in your opinion?
- ▶ After writing down your answer in your binder / BR section, let's discuss it!
- ▶ Ideas:
- ▶ Novel: it is new, fun, etc.
- ▶ Challenging: They are exciting, hard, and make our brains work
- ▶ We'll talk about these and more today! Open your textbooks to pp 37 - 45

Play Value

- ▶ As a game designer, game elements are important and all, but we need to consider the game from a player's perspective. Why would they play? What play value does the game have for them? If it isn't fun, they won't play. So what makes games fun?
- ▶ 5 areas are key:
- ▶ Novelty
- ▶ Challenge
- ▶ Stimulation
- ▶ Harmony
- ▶ Threat



Class Activity:

- ▶ Together with your table / or group of 3 or so (there needs to be 5 groups total), pick a number 1-5 (each group needs a unique number).
- ▶ Ok, after you've chosen your number, here's what the numbers mean; you'll be reading one of the following topics:
 - ▶ 5 - Novelty
 - ▶ 4 - Stimulation
 - ▶ 3 - Challenge
 - ▶ 2 - Threat
 - ▶ 1 - Harmony
- ▶ You have 10 minutes to read the material, and also create a poster / live presentation for the rest of the class about your topic. Everyone should be involved in some part. You'll have about 2 or so minutes to present.
- ▶ After prep time, each group will present to the whole class, helping you all understand each concept better.

Game Analysis

- ▶ After the Play Value activity, proceed:
- ▶ Find a game here, and play it. As you do, analyze why it is fun (look at the 5 categories, pick at least 2 that seem to make the game work for you.
- ▶ Reminder: if you haven't already, Fill out the D15 Game Resources & Theme Worksheet

