Strategic Skill
The role of skill
Why do we use **skill** in games?

“A game is a series of interesting choices.”

– Sid Meier
Strategic Skill

What are the **types** of **decisions** we can use in our games?
Strategic Skill

What are the types of decisions we can use in our games?

- **Obvious Decisions**
What are the types of decisions we can use in our games?

- Obvious Decisions
- Meaningless Decisions
Strategic Skill

What are the types of decisions we can use in our games?

- Obvious Decisions
- Meaningless Decisions
- Blind Decisions
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- Obvious Decisions
- Meaningless Decisions
- Blind Decisions
- Tradeoffs
Strategic Skill

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- Dilemmas
Strategic Skill

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- Obvious Decisions
- Meaningless Decisions
- Blind Decisions
- Tradeoffs
- Dilemmas
- Risk vs Reward tradeoffs
Strategic Skill

How do we incorporate skill into our games?
Strategic Skill

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- **Tradeoff** Mechanics
  - Auctions
  - Purchases
Strategic Skill

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- Tradeoff Mechanics
  - Auctions
  - Purchases
- **Limited-Use** Special Abilities
Strategic Skill

How do we incorporate skill into our games?

- Tradeoff Mechanics
  - Auctions
  - Purchases
- Limited–Use Special Abilities
- **Dynamic** Limited–Use Special Abilities
Strategic Skill

How do we incorporate skill into our games?

- Trade-off Mechanics
  - Auctions
  - Purchases
- Limited-Use Special Abilities
- Dynamic Limited-Use Special Abilities
- Explicit Choices
Strategic Skill

How do we incorporate skill into our games?

- Tradeoff Mechanics
  - Auctions
  - Purchases
- Limited–Use Special Abilities
- Dynamic Limited–Use Special Abilities
- Explicit Choices
- **Limited** Actions
How do we incorporate skill into our games?

- Tradeoff Mechanics
  - Auctions
  - Purchases
- Limited–Use Special Abilities
- Dynamic Limited–Use Special Abilities
- Explicit Choices
- Limited Actions
- Trading and Negotiation
How do you assess the success of the strategy and tactics you hoped to create?
Strategic Skill

How do you assess the success of the strategy and tactics you hoped to create?

- Do players care when other players are taking their turns?
How do you assess the success of the strategy and tactics you hoped to create?

- Do players care when other players are taking their turns?
- Are players making long-term plans?
Strategic Skill

How do you assess the success of the strategy and tactics you hoped to create?

- Do players care when other players are taking their turns?
- Are players making long-term plans?
- Are there multiple strategies for multiple games?
Twitch Skill

Challenging the Player

Originally an insult? Twitch vs intellect

* Level design
* Audio design
* Network design

Twitch emphasized mastery of the environment and mastery of controls.
Challenging the Player

Tuning
* Difficulty Levels
* Dynamic Difficulty Adjustment
* Difficulty Curves
* Playtesting

Twitch decision making
Twitch Skill

Twitch Mechanics
* Pure Speed
* Timing
* Precision
* Avoidance
* Time Pressure