Adminstrivia

- Who am I?
- Who are you?
- What is this class?
- How does eBay fit into it? Matt MacLaurin’s goals
- What are my goals for the class?
- Overview of quarter - required reading, labs, design notebook, class structure
Introduction to MDA Design

A **framework** for connecting **design** and the game **experience**.
Exercise

Bartok

groups of four

deck of cards
Exercise

Rules of Bartok

Deal 5 cards.
Turn over top card.
Left of dealer is first player.
Play a card of the same suit or number – or draw a card.
Jokers are wild.
Call Bartok when you have one card left.
First player out of cards wins.

Play for 10 minutes.

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Exercise

Change the rules
Cumulative Draw 2.
Show last card.
Out-of-turn play.

Play for 10 minutes.
What changed?

How were the experiences between the two variants different?
What changed?

How were the experiences between the two variants different?

How did the change of rules bring about this change?
How do we get from...

Cards
Rules
Intrigue
Strategy
Challenge
The Missing Link

Cards → Rules → ? → Intrigue Strategy Challenge

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The Missing Link

Rules → ? → Intrigue

Strategy Challenge

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The Missing Link

Rules → ? → Fun
The Missing Link

Rules → Play → Fun
A Design Vocabulary

Mechanics → Play → Fun
A Design Vocabulary

Mechanics → Dynamics → Aesthetics
The MDA Framework

- Mechanics
- Dynamics
- Aesthetics
Mechanics - the rules and concepts of the game, at the code level of the system.
**Dynamics** - the **run-time behavior** of the mechanics acting on **player inputs**.
Aesthetics - the desirable emotional responses evoked in the player, when they interact with the game system.
Types of Fun

1. **Sensation**
   
   *Game as sense-pleasure*

2. **Fantasy**
   
   *Game as make-believe*

3. **Narrative**
   
   *Game as drama*

4. **Challenge**
   
   *Game as obstacle course*
Types of Fun

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4. **Challenge**
   Game as obstacle course

5. **Fellowship**
   Game as social framework

6. **Discovery**
   Game as uncharted territory

7. **Expression**
   Game as self-discovery

8. **Submission**
   Game as pastime
Why terminology matters

**Charades** is “fun.”

**Quake** is “fun.”

**Final Fantasy** is “fun.”
Why terminology matters

Charades: Fellowship, Expression, Challenge
Why terminology matters

Charades: Fellowship, Expression, Challenge

Quake: Challenge, Sensation, Competition, Fantasy
Why terminology matters

Charades:
Fellowship, Expression, Challenge

Quake:
Challenge, Sensation, Competition, Fantasy

Final Fantasy:
Fantasy, Narrative, Expression, Discovery, Challenge
Let’s look at some examples
Mechanics

Paddle movement (control scheme)

Collision behavior

Score when ball goes off screen
Elements of Pong

Dynamics
Tracking the ball so as to hit it with the paddle

Predicting the other player’s next move

Hitting an angle
Elements of Pong

Aesthetics
Challenge
Competition
Fellowship

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How about Portal?
Elements of Portal

Mechanics

Physics
Portal behavior
Locked barriers
  plasma balls, weighted cubes
Damaging entities
  plasma balls, turrets, environment
Dynamics
How the player solves puzzles
places portals
moves to a location
Elements of Portal

Aesthetics
Challenge
Discovery
Narrative
Fantasy
As designers, we can choose certain **aesthetics** as **goals** for our game design.
Think about what part of the experience you enjoy in your favorite games.

How else can you capture these aesthetics?
Choose an aesthetic.

Add rules one at a time.

Play each iteration.

Keep track of how the rules change the aesthetics.
Back to Bartok

Fail Fast!

Test → Revise → Analyze

Follow the fun!

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Types of Fun

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8. **Submission**  
   Game as pastime

Play for 30 minutes!
Discussion

What worked?

What didn’t?

Surprises?
Other Simple Mechanics Games

One Button Bob

Shift
Next week

- Room change: E2-215
- Buy the required reading books
- Get a design journal
- Do the values assignment
Values Assignment

In your design journal:

Part 1: (15 minutes) Think about the things that are important to you. Pick two or three of these values and write a few sentences about *why* they are important to you.

Part 2: (15-30 minutes) Pick one value and brainstorm some mechanics/game ideas that incorporate that value.