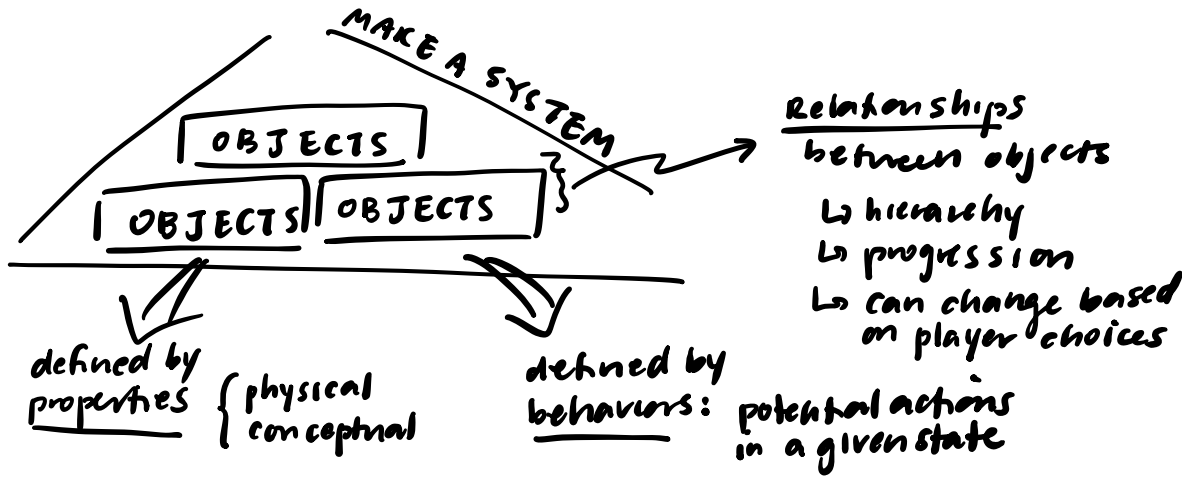


CHAPTER 5: WORKING WITH SYSTEM DYNAMICS

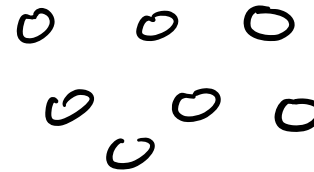
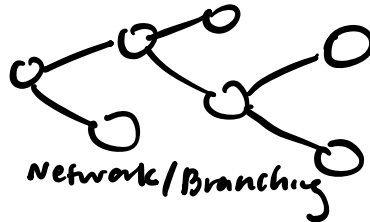
GAME AS SYSTEM:

≡ ELEMENTS SET IN MOTION ⇒ DYNAMIC EXPERIENCE



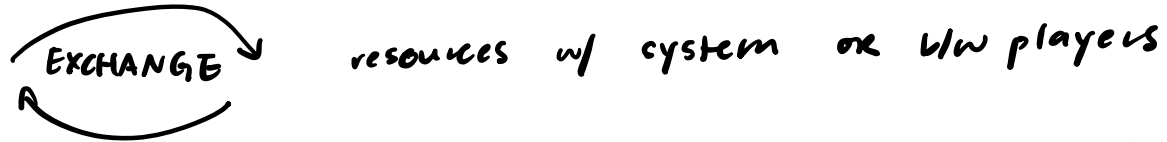
SYSTEM DYNAMICS



Game structures



system requires all members present, in a specific arrangement

\$ ECONOMIES \$



- ↳ simple vs. complex bartering (w/o currency) 
- ↳ simple vs. complex market (w/ currency) 
- ↳ meta economy: e.g. Magic the Gathering

EMERGENT SYSTEMS

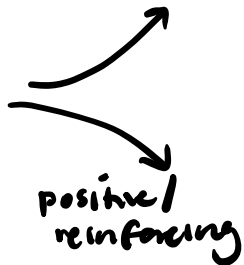
simple rules \Rightarrow complex results

INTERACTING w/ SYSTEMS

INFORMATION STRUCTURE: how do players get info to make decisions

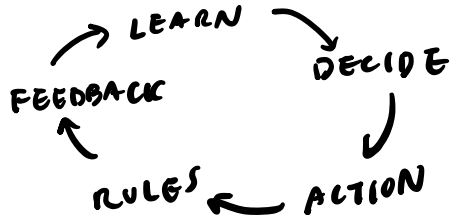
CONTROLS: how manipulate system

FEEDBACK:



INTERACTION LOOPS AND ARCS

LOOP: develop skills



SKILL CHAIN / COMPLEX INTERACTIONS



Different frequencies
=> pacing



SEQUENCE OF ARCS



to avoid burn out

ARC = success story / golden path
evocative content

Expand loops into arcs.

combine loops and arcs

↳ what repeats & what doesn't?

↳ parallel arcs

↳ levels

↳ microparallel arcs



U Tuning Game Systems

playtest:

- 1) Internally complete?
 - ↳ address loopholes
- 2) Fair & balanced?
 - ↳ equal opportunities to achieve goals
- 3) Fun & challenging?