

CRITICAL PLAY FORMAL ELEMENTS

closed, formal system
 ↳ structured conflict resolve to unequal outcomes

dynamic system that supports interaction for an aesthetic goal

•• voluntary attempt to overcome unnecessary obstacles •• -Bernard Suits

=GAME MECHANIC=
 rule-based system
 encourage exploration &
 learning of space

Mechanics
 Dynamics
 Aesthetics

GAME DESIGN FUNDAMENTALS

3. Outcomes
 zero sum
 non-zero
 BEST SCORE: -
 NEW BEST: -

4. Rules & Procedures

5. Boundaries
 magic circle
 all play moves, behave different, etc.

Construction
 Solution
 Activity

2. Objectives
 race
 forbidden action
 alignment
 match 3t

1. PLAYERS
 formal elements
 unilateral competition
 cooperative v. game
 v. game
 v. game
 v. game

extra turn
 block
 lose a turn
 slow people down

speed people up
 swap places
 design conflict
 draw a path

physical skill
 card draw
 pass & gain
 rock paper scissors
 everyone moves
 trivia
 dice

PLAY TO LEARN
 multi-lateral competition

role of designer
 COMMUNICATOR
 WHY?
 HOW?

playing like a designer
 observe game
 write understanding
 playing, miss important details
 IN MOMENT WHILE OBSERVING

analyzing game design
 learn from bad games
 "bugs" are bad game designs/limitations
 check menu & buttons
 systemic breaks opposite from game goals

learn & ADAPT
 LVL 1 SKILL