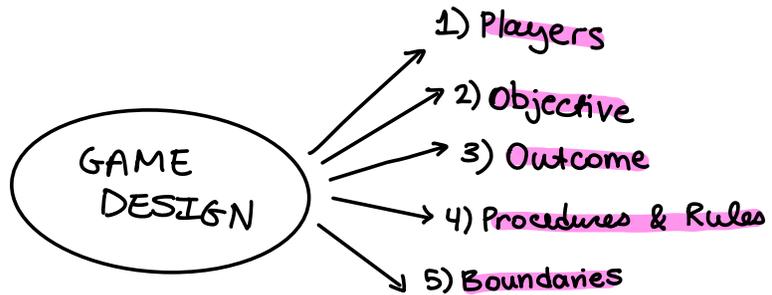


### What is a game?

- closed, formal system
- structured conflict
- unequal outcome
- for an \*aesthetic goal\*

MECHANICS  
DYNAMICS  
AESTHETICS

### Formal Elements of Game Design:



#### 1) PLAYERS

- players vs. game
- player vs. player
- multilateral competition
- unilateral competition
- team vs. team
- multi-player co-op

#### 2) OBJECTIVE

- ↳ WHY you play the game!
- can have 1+ or NONE!

#### 3) OUTCOME

- ↳ zero-sum & non-zero-sum

#### 4) PROCEDURES & RULES

- ↳ Rules ↔ mechanics

#### 5) BOUNDARIES

- the Magic Circle
- "games are a context which meaning can emerge"