

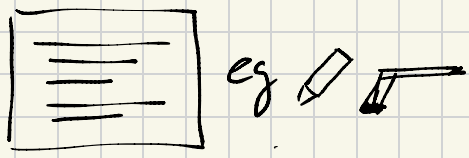
MDA Framework

ILDR:

- Adapt MDA according to target audience
- Aesthetics set tone
- Dynamics is observed
- Mechanics are operated

Mechanics
(Rules)

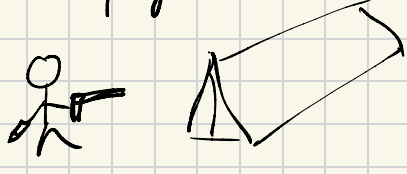
Rules that affords interactions



Dynamics
(System)

Interactions that give rise to aesthetics

eg. camping



Aesthetics
("Fun")

* What players experiences

Sensation

Submission

Expression

Fantasy

Types of aesthetics

Discovery

Narrative

Challenge

Fellowship



Player experience



EAA