

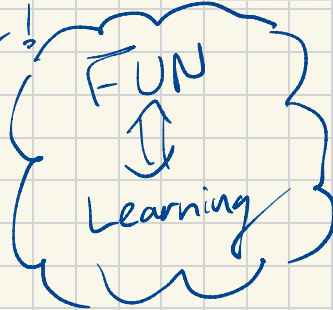
Emotions in game design

- Learning should be fun
- ↳ fun is learning!

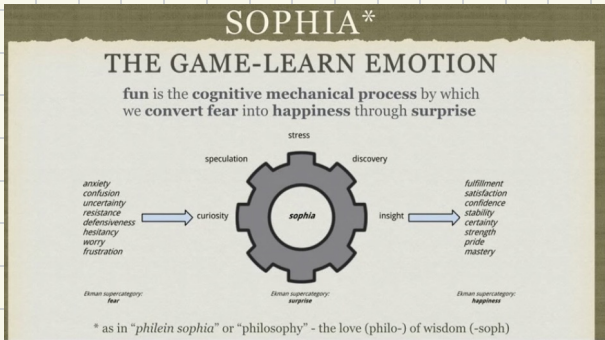
FUN

↳ affective state

[process of emotions]



[FEAR → HAPPINESS → SURPRISE]*



Meaningful games

- connection to real world

- "ordered state" that leads to mastery

Mechanics ⇒ EMOTIONS

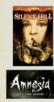
↳ many different loops for different games

↳ understand the emotional state of players

TAXONOMY OF GAMES

* if "sophia games" are defined by a dominant emotion (called 'sophia'), what are the other core emotions?

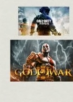
FEAR GENRE



SPEED GENRE



FIERO GENRE



TOGETHER GENRE



COMPLICITY GENRE

