

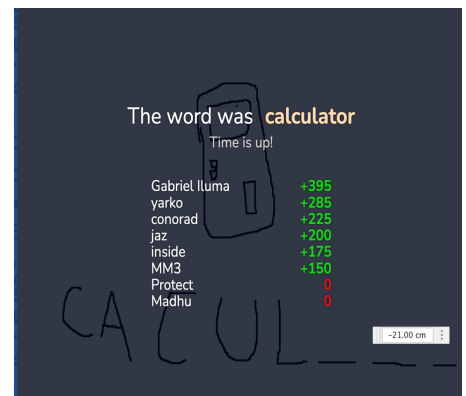
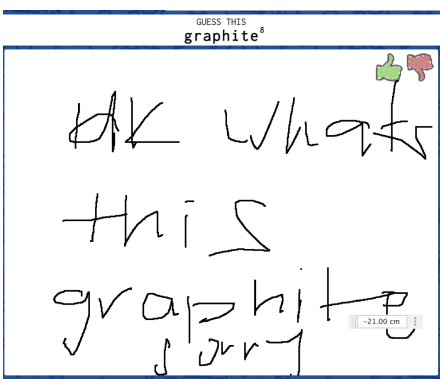
Skribbl.io, a browser-based game developed by Ticedev, challenges players to sketch and guess drawings within a set time frame, with players taking turns drawing a word assigned to them while others try to guess the word, with the points being assigned in the order of who guesses it first. At its core, Skribbl.io is a game about perception and interpretation. The judging mechanism is inherently informal; it relies on the collective input of participants to determine the success of a drawing through their guesses, with players gaining guessing momentum from other players' incorrect guesses. This communal form of judgment fosters a cooperative atmosphere, but it can also lead to frustration and conflict, particularly when players do not adhere to the spirit of the game or when skill issues become an insurmountable barrier, killing a round's momentum..

From the perspective of game design using the MDA framework, Skribbl.io's mechanics support creativity and social interaction, which are crucial for a drawing game, but the dynamics can become negatively skewed due to the lack of effective player moderation tools (like the ability to kick players out of a game), impacting the overall aesthetic experience of fun and competitiveness. I found that positive dynamics emerge when players constructively engage through appreciating clever drawings, tackling the challenge of deciphering sketches, and leveraging incorrect guesses to deduce the right answers. This collective effort often pulls players across the finish line of each round. However, the game is susceptible to disruptions from trolls and uncooperative players. My experiences in random rooms revealed that some participants disconnect and fail to contribute by drawing, which forces the remaining players to

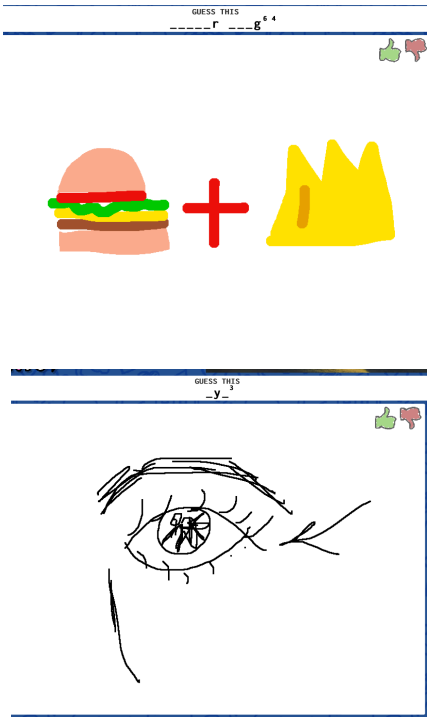
either wait out the round or find a new game. This not only frustrates participants but also disrupts the synergy built up over multiple rounds, leading to a diminished overall experience. Furthermore, the lack of robust moderation in open rooms allows such negative behaviors to go unchecked, deteriorating the game's quality.

Comparatively, while Skribbl.io is known for its simplicity and accessibility—traits that make it stand out among similar drawing games like "Draw My Thing"—these characteristics also make it vulnerable to easy disruptions. Occasionally,

players spoil the game by revealing their drawings prematurely; some out of confusion over the word's meaning (left screenshot), and others perhaps to hasten the round or annoy other players (right screenshot). Improved word filtering would help maintain the relevancy of words, allowing the system to better recognize



and filter out words that are likely to be unknown by the group. The game would also benefit from adopting more structured player controls and enhanced moderation features, similar to those found in other competitive drawing games that maintain a more regulated environment. Such improvements could help mitigate disruptions and enhance player experience by maintaining the game's intended competitive and cooperative spirit. Introducing a feature to allow players to vote for kicking out disruptive players or those continuously drawing inappropriate/irrelevant content would help. Similarly, adding temporary bans or cooldown periods for those who frequently disrupt games could discourage negative behavior.



In my time playing, I found that the natural discrepancy that exists in people's ability to draw, especially under pressure, creates an unfair and insurmountable advantage for the players who cannot draw, instead of those who can. Take the screenshots on the left for example—in their rounds, this player effectively conveys “Burger King” and “eye”, allowing the other players to easily guess and receive their points.

However, in the next round, that same player was forced to guess the image to my right (supposedly a farm), which rightfully confused the entire room. Thus, I found that when I tried my best to draw and that same effort was not demonstrated in the drawings of the players in my room, I immediately felt discouraged from

playing. That said, I wish there was a way to filter out both trolls and those who may not be the best at drawing or feel like putting in that much effort. Having some sort of ranking system, with game rooms created based on rank, could help match like-minded players.

