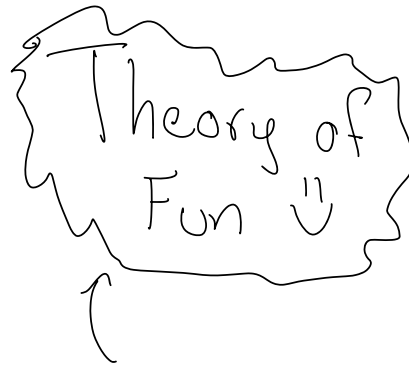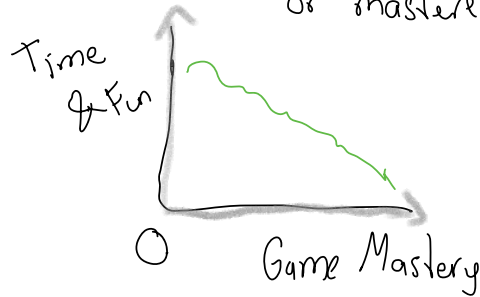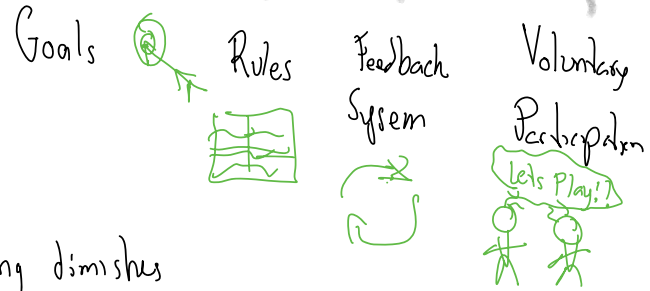# What is a game?

- Structured form of play.
- Used for enjoyment 🖐
- Can be educational 📝

Theory of Fun :)

About exploring learning and mastering a system.

Playing dimishes as game is solved or mastered

Time & Fun / Game Mastery

Core elements

Goals · Rules · Feedback System · Voluntary Participation
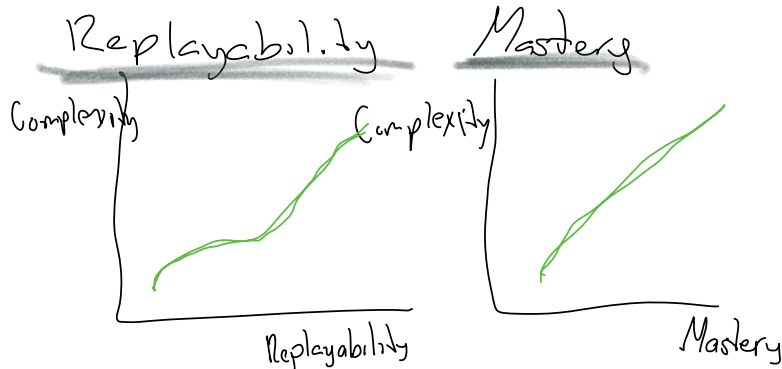
Lets Play!

Role of Failure

Games teach through failure; lower stakes for experimentation and room for mistakes

Fun = Learning

Games vs Play

"Play" → Freeform and unstructured

"Game" → Systematic rules and objectives

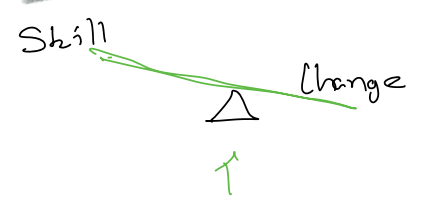# Replayability

Complexity / Replayability

Mastery

Complexity / Mastery

Games vs Stories

Stories → Linear, introspective, exploring themes and narratives
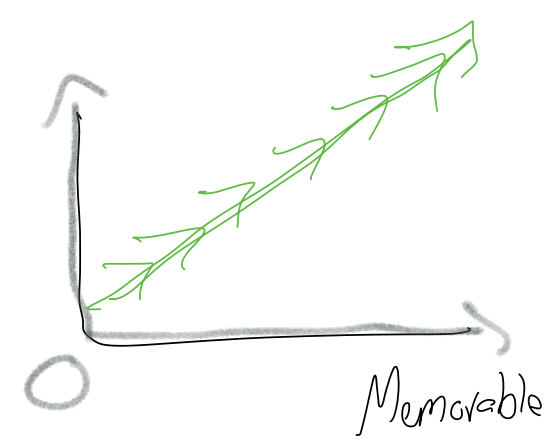
Games → Interactive, extroverted, non-linear

Story · Game

Challenge and Flow

Skill ——— Change

Equilibrium = Flow state

Aesthetic is critical for immersion

Player experience at the center of game design

Emotional Responses

Memorable

Memorability pos. correlated with emotional responses

Games → Social Platform

- Multiplayer & Social games foster community and interaction

- They can influence culture and society.
  - ★ Dungeons and Dragons
  - ★ Fortnight
  - ★ Catan

¿Future?

- Gaming is growing and becoming more profitable $$$$

- Tech has enabled whole new set of possibilities
- AR, VR have seen huge advances
- Games designers must consider ethics and responsibility in these new platforms