Player · Game Critic Perspective

Aesthetics what makes a game "fun"?

Emotional response in player

Sensation | Narrative | Fellowship | Expression | Fantasy | Challenge | Discovery | Submiss

Dynamics: Behavior of mechanics to create aesthetics

How players play

Mechanics: Actions. Behavior. Mechanisms afforded to the player

"Fun"

System

Rules

MDA

Mechanics. Dynamics. Aesthetics

Game Designer · Developer Perspective

Mission

Intervention

e.g. improve X by Y

Desired **Outcomes**: behavioral/intellectual consequence of player's game interaction

Behavioral Change

Information | Attitude | Self-Efficacy

Implicit Skills | Explicit Skills | Aesthetics

Real world result & outcomes!

Dynamics → Mechanics

MDA "O"

Outcomes

"Serious" games as an intervention

Sustained engagement: voluntary/intrinsic action with in-game goals/challenges (X extrinsic rewards / as a form of control)