Today’s agenda

• Plans for next week
• A brief MDA exercise
• Student presentations
• Answering questions about this week’s reading (Fullerton chapters 8 & 9, Adams chapters 1 & 2)
Plans for next week

- Brandon and Noah will be at a conference Monday through Wednesday
- There will be a strong, on-campus Narrative Intelligence symposium 9:30-11:30 and 1:00-5:30 Thursday, E2 399
- David covers both sections, Tuesday class
- No office hours: come today if urgent
Over the weekend

- Three more game ideas — one may be in collaboration with other students
- One must be a revision of a previous idea
- Summarize each in a page of text & image — for group ideas, combine page count
- Choose one and prototype, test prototype
- 3-5 slide presentation of prototype results
- All due 24hrs before section via SVN
MDA exercise: The MDA of Bartok

From Malcolm Ryan’s slides for a lecture given with Robin Hunicke, Ben Smith, and Ethan Kennerly
• Addressing the gap between ideas and game mechanics.

• Grounded in a formal approach

• LeBlanc et al. since 2001
Rules of Bartok

• Deal 5 cards
• Turn over top card of deck
• First person from the dealer goes
• Play a card of the same suit or number – or draw a card.
• Jokers are wild.
• Play until someone has no more cards
Now: Change Rules

• *Cumulative Draw 2*
  — 2 if you can’t play, 4 if next person also can’t, 6 if next person also can’t...

• *See Last Card in Any Hand*
  — If you’re down to one card, it’s face up

• *Out of turn play*
  — Any time you can play a card, do it fast!

• Choose one, play for 10 minutes
What changed?

- How was the experience of Bartok++ different from Bartok Original?

- How did the rule change bring about this change?
How do we get from…

Cards
Rules
To...

Intrigue
Challenge
Drama
What’s missing?

“Rules”

“Fun”
The causal link...

"Rules" → "Play" → "Fun"

This is what sets games apart…
Games As Software

“Rules” → “Play” → “Fun”
Games As Software

“Rules” → “Play” → “Fun”

Code → Process → Requirements
A Design Vocabulary

Mechanics → “Play” → “Fun” → Requirements

Process
A Design Vocabulary

Mechanics → Dynamics → “Fun” → Requirements
A Design Vocabulary

Mechanics → Dynamics → Aesthetics
The MDA Framework

Mechanics → Dynamics → Aesthetics
Definitions

**Mechanics**: The rules and concepts that formally specify the game-as-system.

**Dynamics**: The run-time behavior of the game-as-system + players.

**Aesthetics**: The emotional responses evoked by the game dynamics.
The Designer/Player Relationship

Mechanics ➔ Dynamics ➔ Aesthetics
The Player’s Perspective

Mechanics → Dynamics → Aesthetics → Player
The Designer’s Perspective

Mechanics  Dynamics  Aesthetics
A taxonomy of design knowledge:

- Mechanics
- Dynamics
- Aesthetics
- The interactions between them
Anticipation

Mechanic: Turn taking with expectation about future moves.

Dynamic: Desire for a particular outcome. Slow increase in expectation.

Aesthetic: Hope, Tension, Downfall?
At Tuesday’s class:

- Amplify the dynamic you’ve discovered.
- Add rules one at a time.
- Play each iteration.
- Management requires a duck.
Fail Fast!

Test → Analyze → Revise

Follow the Fun!
Student presentations
Time for questions?

Read Fullerton chapters 4 & 5