

Principles of game design

01219245/01219246
Individual Software Process
Spring Semester 2014

The material is based on Katie Salen and Eric Zimmerman, **“Rules of Play: Game Design Fundamentals”**, MIT Press, 2003.

Why game is fun?

- Do you play game?
- Can you tell why game is fun to play?

Quote from Johann Huizinga.1 (from *Rules of Play* book)

> We have only to watch young dog to see that all the essential of human play are present in their merry gambols. They invite one another to play by a certain ceremoniousness of attitude and gesture. They keep to the rule that you shall not bite, or not bite hard, your brother's ear. They pretend to get terribly angry. And—what is most important—in all these doing they plainly experience tremendous fun and enjoyment.

Quote from Johann Huizinga.2 (from *Rules of Play* book)

> Here we have at once a very important point: even in its simplest forms on the animal level, play is more than a mere physiological phenomenon or a psychological reflex. It goes beyond the confines of purely physical or purely biological activity.

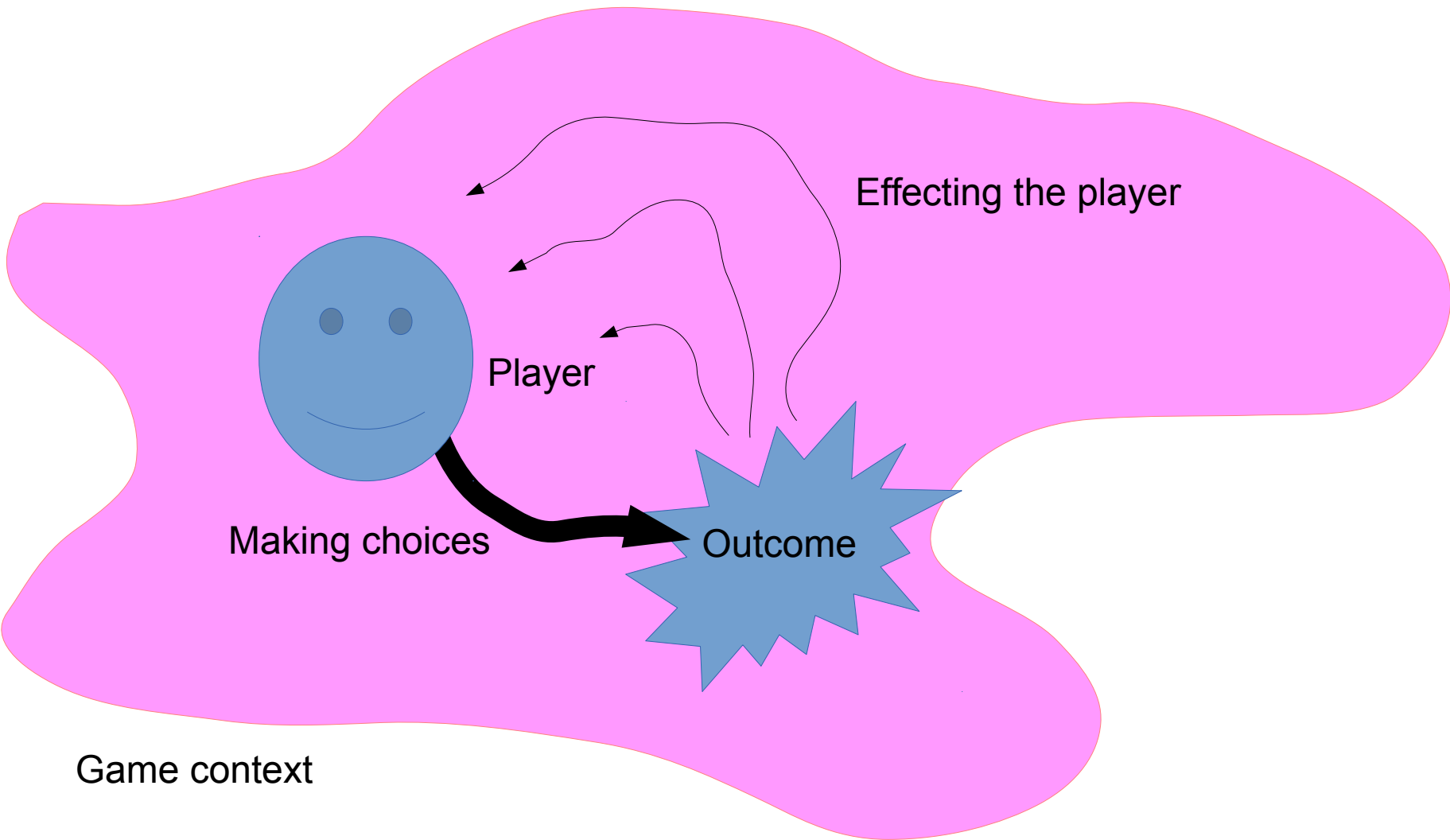
Quote from Johann Huizinga.3 (from *Rules of Play* book)

> It is a significant function—that is to say, there is some sense to it. In play there is something “at play” which transcends the immediate needs of life and imparts meaning to the action. All play mean something.

Meaningful Play

- Think about the feeling when you play:
 - Chess
 - Tetris
 - Super Mario
 - DotA
 - Flappy bird

Context, choices, actions, outcomes



Game context

Two concepts

- Discernable:
 - The player clearly see the action taken and the outcome.
- Integrated:
 - The result of the action has effects in a larger context of the game.