Healthy ageing: Serious Game Design Workshop – day 1

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Blood Sport neemt bij de speler automatisch bloed af als degene tijdens het gamen door een kogel wordt geraakt.

De mensen achter het Kickstarterproject voor Blood Sport willen 250.000 dollar ophalen om een apparaat te bouwen waarmee verschillende spelers via Blood Sport kunnen gamen.
https://www.youtube.com/watch?v=tQjj4vhmJXI&feature=youtu.be
Objective: develop a prototype card board game about …… using game theory principles, user-centred design and iterative design.

Day 1: Game design.
   What is a serious game?
   Game theory: Fun and Flow

Day 2: Paper prototype
Dagplanning

9.00   Huiswerk Kick Off presenteren (max 5 minuten per groep?)
9.45   Theorie, sheets (dice exercise)
10.15  Assignment 2 (10 minuten)
10.30 – 10.45 Koffie
10.45 – 11.15 Uitwisselen
11.15 – 12.00 Theorie + Assignment 3 (15 minuten)
12.00 – 12.45 Lunch
12.45 - 13.30 Uitwisselen game concepten
13.30 – 14.30 Theorie + dice exercise+ uitleggen opdracht (elements + concept)
14.30 – 16.30 Werken aan opdracht
Game designer & Player Experience

Game Design: designing an experience

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game designer

game
Player Experience

Game Design: designing an experience

game designer

game → experience
Player Experience

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game designer

Effect:
- direct result (e.g. entertainment)
- learning result (e.g. educational)
- behavioral result (e.g. therapy efficacy)
Exercise:

Game Design: designing an experience

Design a dice game in which luck is not the determining factor for winning....
Player Experience

Game Design: designing an experience
Player Experience

Game Design: designing an experience

Mechanics
- What challenges the game offers
- What actions the game allows
Player Experience

Game Design: designing an experience

Mechanics
- What challenges the game offers
- What actions the game allows

Dynamics
- How the game is presented
- How the game responds to input
Player Experience

Game Design: designing an experience

Aesthetics
• What the player thinks and feels

Mechanics
• What challenges the game offers
• What actions the game allows

Dynamics
• How the game is presented
• How the game responds to input
• The **objective** of the serious game design process is

• ...to achieve the desired **player experience in mechanics, dynamics and aesthetics**...

• ...aimed at achieving the **external objectives** (malaria, HIV/AIDS, dyslexia...).
“A serious game is a game designed for a primary purpose, other than pure entertainment.”
Serious Game Design

Education → Entertainment
Who is it for?

- Values
- Vision
- Idea
- Wishes
- Ambitions

Know your client!!
Requirements

What is needed?

- Functional: clear learning objectives
- Usability / playability
- Technical
- Contextual
Constraints and limitations
The goal

Cognition: knowledge
Emotion: altered state of mind/perception
The goal

Behaviour: change
Refine the learning goal (if needed), and determine which steps the user needs to go through to achieve that learning objective (cognition, emotion, behaviour)?
Player Experience

Game Design: designing an experience

Aesthetics
• What the player thinks and feels

Dynamics
• How the game is presented
• How the game responds to input

Mechanics
• What challenges the game offers
• What actions the game allows
Mechanics – Action/Shooter/Platform
Mechanics – Adventure
Mechanics – Role Playing Game
Mechanics – Strategy
Try and think of concepts for your game from the perspective of two different genres. 

E.g.: How will your game be, if it was an RPG?
Game elements

Challenge

Target objectives

Plot

Rules

Context of the target audience

Setting

Actions

Members of the target audience

Characters

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A serious game aimed to teach mathematics.

The player is an ancient hero who faces skeletons wearing number. The player can use several attacks, each one corresponding to a kind of division operated on the number linked to the target enemy. The player must take care of matching attacks with opponents through divisions, as enemies cannot be divided without the required attack!
Game elements – Challenge

Csikszentmihaly, 1990

Flow channel

Anxiety

Boredom

Challenges

Skills

Low

High

Low

High

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Game Balance

FUN = when challenges and abilities are in balance

Progress in game > abilities of the player improve > challenges more difficult
Game Balance

Zigzag: helps to improve ability
Exercise:

Game Design: designing an experience

Design a dice game in which:

- the **level of difficulty** increases during the game and where **luck** is not the determining factor for winning....
• Template ‘game elements + game concept’ staat in de BB course
• Als groep uitwerken voor de volgende workshop.
Volgende workshop (1/3)

• Dinsdag 2 december, start 9.00 uur
• Papieren prototype maken
Volgende workshop (2/3)
Volgende workshop (3/3)

Dus, neem zelf mee:
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