Lecture Review Sheet: Game Design
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<u>Terms and Definitions</u>

MDA *n* A model for game design that views the user experience as a three part process: *mechanics, dynamics,* and *aesthetics*

Funativity *n* A model for types of "fun" that includes *physical, social,* and *mental* fun.

Example question:
Name, and in one or two sentences **each**, describe 4 of LeBlanc's 8 Kinds of Fun.

<u>Main Ideas and Concepts</u>

- Formal models of game design can be useful tools to the designer, even if they do not automatically lead to "good games".
- The relationships between the components of a game (e.g., individual mechanics in the MDA formalism) give rise to higher-level design features.
- Even a subtle difference in a basic mechanic can give rise to a very different experience (e.g., limiting the number of weapons carried; health packs carryable vs. used as soon as touched).
- It is useful to consider the different aspects of the experience to the user (e.g., LeBlanc's 8 Kinds of Fun).
- Certain models for player decisions are risky in terms of game design.
- Good interface is critical.