

345 Ludic Computing

Tutorial 6

Understanding Play

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The last two lectures have introduced a lot of concepts that describe player experience and game design: types of pleasure, immersion, flow, intention, consequence, meaningful play, story etc.

In groups of 3-4: make a short list of some of your favourite and least favourite games. What kind of experiences (positive or negative) does each provide?

Relate these to the theoretical concepts above.

Were these the experiences the designers intended?

How would you go about redesigning these games to change the experience?

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