Emotion and the Fun of Games
The Four Keys

• **Hard Fun**
  - Players like the opportunities for challenge, strategy and problem solving
  - Generates emotions, experiences of Frustration and Fiero

• **Easy Fun**
  - Players enjoy intrigue and curiosity, becoming immersed in games that absorb their complete attention or take them on an exciting adventure
  - Generates emotions, experiences of Wonder, Awe, Curiosity, and Mystery

• **Serious Fun**
  - Players enjoy the internal experiences in reaction to the game’s visceral, behavioral, cognitive, and social properties
  - Generates emotions, experiences of Excitement, Relaxation

• **People Fun**
  - Players use games as mechanisms for social experiences of competition, teamwork, and opportunities for social bonding and personal recognition
  - Generates emotions, experiences of Amusement, Schadenfreude, Naches
What Types of Games Do Players Like?

The DGD1 Model (Bateman)
The Four Play Styles

- **Conqueror**
  - Progress: Rapid Advancement
  - Story: Plot or Irrelevant
  - Social: Online

- **Manager**
  - Progress: Steady
  - Story: Plot
  - Social: None

- **Wanderer**
  - Progress: New Toys
  - Story: Character/Emotion
  - Social: Talk about what they like

- **Participant**
  - Progress: Narrative
  - Story: Character/Emotion
  - Social: Offline multiplayer

Hardcore and Casual Players

- **Hardcore Players:**
  - Buy and play many games
  - Enjoy longer play sessions
  - Enjoy challenge, progression, and game mastery
  - Tolerate complex controls because they have played many games and absorbed the skills involved
  - See game playing as a lifestyle preference; talking about games is a social component of their lives

- **Casual Players:**
  - Buy fewer games, buy popular games, or play Hardcore friend-recommended games
  - Enjoy shorter play sessions
  - Prefer having fun, or immersion in an atmospheric experience
  - Generally require simpler controls (exception: C1 players)
  - See games as another time-passing entertainment; might talk about games with Hardcore friends
How Do Players Interact Within Games?

MMORPG Player Types (Bartle)

- Acting
- World
- Players
- Interacting
- Achievers (more common)
- Explorers (less common)
- Socializers (more common)
- Killers (less common)
World of Warcraft

Eve Online
City of Heroes

A Tale In The Desert
Bartle’s Types and the Games (Puentedura)

Resources Cited
• **Emotion and the Fun of Games:**
    Available online at: http://www.xeodesign.com/whyweplaygames.html

• **What Types of Games Do Players Like?**
      Available online at:

• **How Do Players Interact Within Games?**
    Available online at:
    http://www.mud.co.uk/richard/hcds.htm
    Available online at:

• **MMORPG Sites:**
  - *World of Warcraft*:
    http://www.worldofwarcraft.com/index.xml
  - *Eve Online*:
    http://www.eveonline.com/
  - *City of Heroes*:
    http://www.cityofheroes.com/
  - *A Tale in the Desert*:
    http://www.atitd.com/