

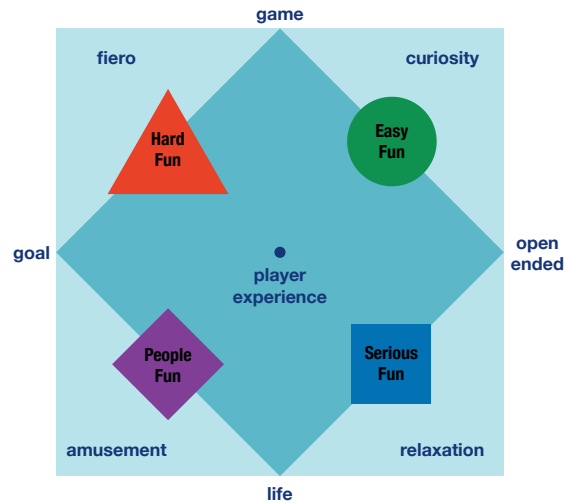
Game and Learn: An Introduction to Educational Gaming

8. Games and Players

Ruben R. Puentedura, Ph.D

Emotion and the Fun of Games

Four Keys to Emotion in Games (Lazzaro)



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

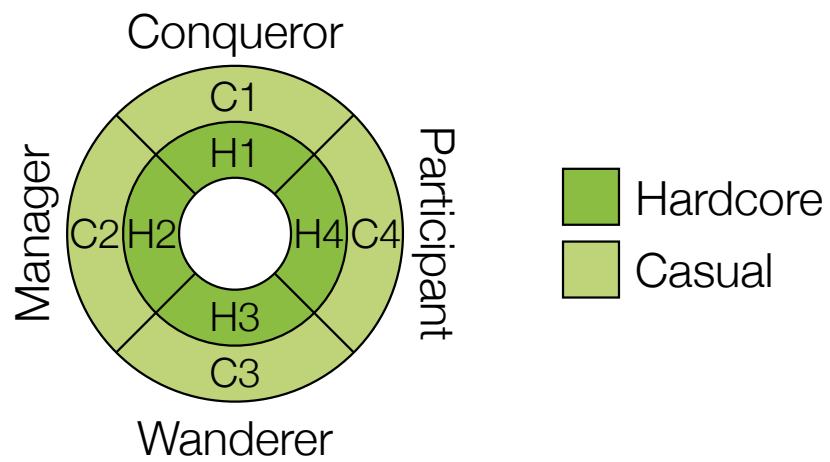
- Players enjoy the internal experiences in reaction to the game's visceral, behavioral, cognitive, and social properties
- Generates emotions, experiences of Excitement, Relaxation

• 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

- **Wanderer**

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

- **Manager**

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

- **Participant**

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

Hardcore and Casual Players

- **Hardcore Players:**

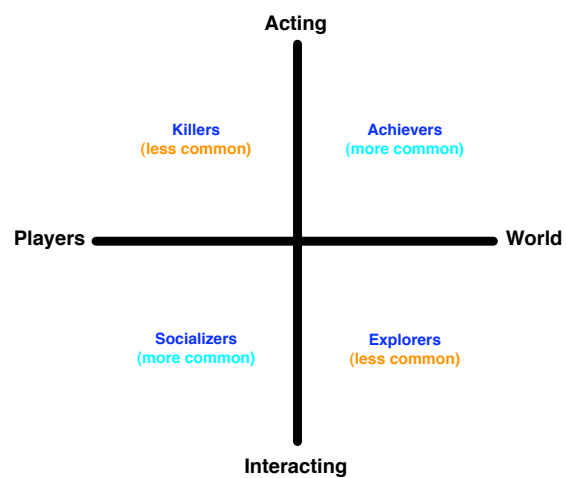
- Buy and play many games
- Enjoy longer play sessions
- Enjoy challenge, progression, and game mastery
- Tolerate complex controls because they have played many games and absorbed the skills involved
- See game playing as a lifestyle preference; talking about games is a social component of their lives

- **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)



World of Warcraft



Eve Online



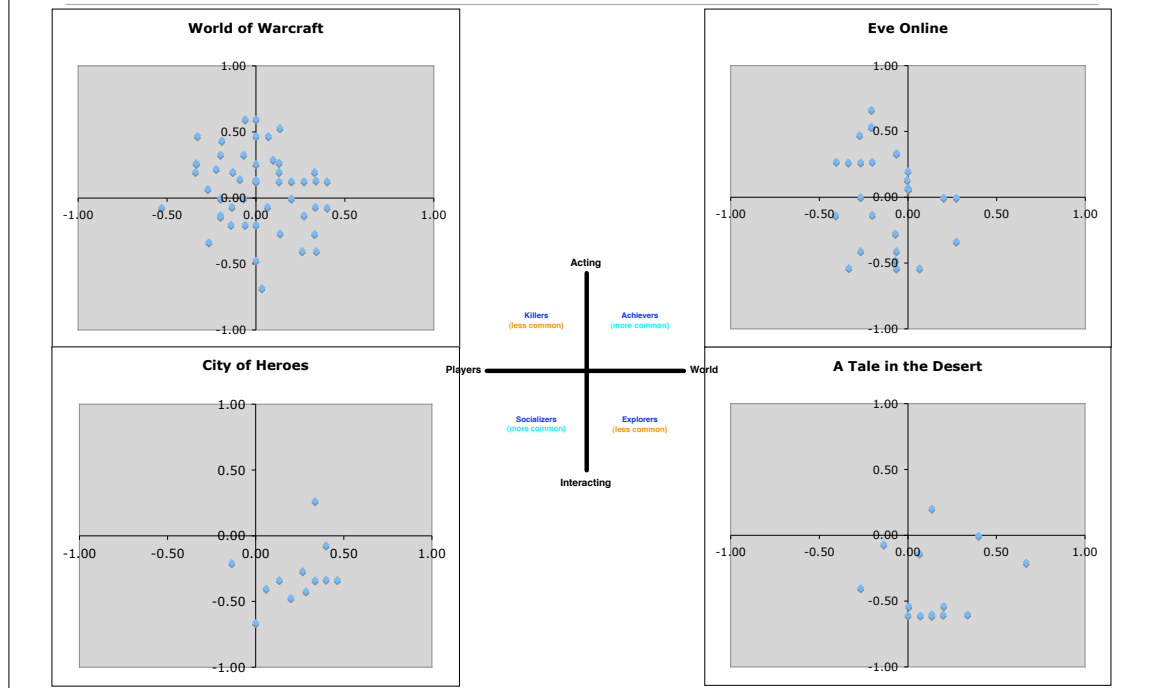
City of Heroes



A Tale In The Desert



Bartle's Types and the Games (Puentedura)



Resources Cited

- **Emotion and the Fun of Games:**

- Lazzaro, N. *Why We Play Games: Four Keys to More Emotion Without Story*. (2004)
Available online at:
<http://www.xeodesign.com/whyweplaygames.html>

- **What Types of Games Do Players Like?**

- Bateman, C. and R. Boon. *21st Century Game Design*. Charles River Media. (2006)
 - Bateman, C. *Designing for Different Play Styles: Demographic Game Design*. (2004) Available online at:
<http://www.cms.livjm.ac.uk/library/GDTW2004-Publications/ChrisBateman-Designing%20for%20Different%20Play%20Styles.v1.3.pdf>

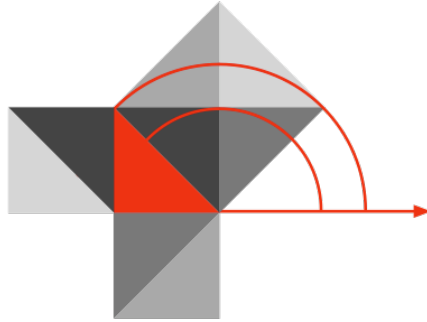
- **How Do Players Interact Within Games?**

- Bartle, R. *Designing Virtual Worlds*. New Riders Games. (2003)
 - Bartle, R. *Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs*. (1996)
Available online at:
<http://www.mud.co.uk/richard/hcds.htm>
- Puentedura, R.R. "Beyond World of Warcraft: the Universe of MMOGs". *NMC Summer Conference Proceedings*. (2007)
Available online at:
<http://www.nmc.org/publications/2007-conference-proceedings>

- **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/>

Hippasus



<http://hippasus.com/rrpweblog/>
rubenrp@hippasus.com

This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

