

KEY IN-CLASS STUDENT ACTIVITY 1.3: UNDERSTAND PLAYER MOTIVATION

Lesson Objective 1.3:

Understand player motivation. Topics: quests, tasks, activities, how to win, game goals.

Resources, software, and additional files needed for this lesson:

1. None

Guiding questions:

1. **What motivates a player?** Quests, tasks, activities, goals, achievements, challenge, decisions, feedback, story, character connection, and competition.
2. **How are games designed to motivate a player?** As the game progresses, the game mechanics should get more complex, the story should evolve, and the challenge should increase. Achievements should be easy to get at first and then harder later. Decisions should have consequences that affect the game's progression. As the plot unfolds, the player should feel more emotionally connected to the character.

Student activity:

Directions to the student:

Read the following scenario and respond to the situation presented. Verify your answers with the instructor. Request assistance from the instructor as needed. Share your ideas with the class.

Scenario:

You are part-owner of a two-person game studio company. You and your partner have been asked to consult on a console game that has run into a major problem during testing: players just aren't motivated to play it! Your job is to increase player motivation by introducing a structure of achievements that players can receive by performing certain actions in the game.

Content:

You and your partner have decided that the game should be totally redesigned. Brainstorm a new game; think up a title and simple description. The main objective of the first level is to defeat all the enemies and the level boss. Design a series of five achievements for the first level. Name each achievement and describe it.

The achievements should:

- Progress from easy to hard
- Be secondary to the first level's main objective and serve as supporting steps in reaching that main objective

Record your design ideas below.

Sample Answer: (Answers may vary)

Balaxian is a game in which a spaceship must shoot all enemies on the screen while dodging their missiles. There are 10 levels of enemies.

Achievement 1 Title: Longshot

Description: Hit an enemy from long range.

Achievement 2 Title: Not Bad

Description: Beat Level 1 without losing a life.

Achievement 3 Title: Just Beat It

Description: Beat Level 1 in 2 minutes or less.

Achievement 4 Title: Two Birds with One Missile

Description: Shoot two enemies with only one missile.

Achievement 5 Title: Perfect Game

Description: Beat Level 1 without losing any health.