

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?
2. How are games designed to motivate a player?

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.

Main objective, Level 1: Defeat all the enemies and the level boss.

Achievement 1 Title: _____

Description: _____

Achievement 2 Title: _____

Description: _____

Achievement 3 Title: _____

Description: _____

Achievement 4 Title: _____

Description: _____

Achievement 5 Title: _____

Description: _____