

POST-CLASS LEARNING AND PRACTICE 1.3: UNDERSTAND PLAYER MOTIVATION

Lesson Objective 1.3:

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

Additional learning resources:

Other resources (books, e-reference):

Rogers, Scott. *Level Up: The Guide to Great Video Game Design* (West Sussex, UK: John Wiley & Sons, 2010)

Schell, Jesse. *The Art of Game Design: A Book of Lenses* (Burlington: Morgan Kauffman, 2008)

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

1. None

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 your class and request feedback. NOTE: This is an extension of the in-class activity.

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:

During the in-class activity, you came up with a game title, a simple description, and a series of achievements for a game.

Add to the game description from the in-class activity by providing the following additional motivational elements:

- A description of the quest, tasks, and activities
- The story
- Competition
- Character connection

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Content:

Sample Answer: (Answers may vary)

This answer assumes that a game called Turalia had been described beforehand in the in-class activity:

Turalia is a game in which a young magician, Aoita, must make her way through a world of danger and monsters to rescue her brother from the hands of the evil wizard Sprinrok. To defeat the wizard, Aoita must find the Seven Crystals of Power and survive her travel through the Forbidden Forest.

She will defeat enemies she encounters by selecting appropriate spells, and defend herself by blocking enemy spells with her wand.

As the game progresses, you learn more about her relationship with her brother and how they were brought up by their mean father. The plot makes an unexpected turn when Aoita discovers that her brother is the evil wizard himself!

You can go online and see how long your friends have been playing the game and how many enemies they have cast away. Compete with them to see who can vanquish the most enemies in a given time period.