DESIGN GOALS

Topics

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- **Designer-Centric Goals**

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  - **Goals centered around what you want for yourself as a deisgner**

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- **Player-Centric Goals**
  - Goals centered around what you want for your players

Designer-Centric Goals

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- **Becoming a better designer** – You simply want to make games and improve your craft

Designer-Centric Goals: Fortune

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– John "Chow" Chowanec

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  - This is especially true if you work for a large studio

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- **I believe that Community is a better (and much more attainable) goal than Fame**

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  - If you make great work, you will be respected

Designer-Centric Goals: Personal Expression and Communication

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- **Engaging**
  - **The game must grab and hold the player's attention**
  - **This is discussed in detail in the following Attention and Involvement section**

- **Fulfilling**
  - **Playing the game should fulfill some desire of the player**
    - **Socialization -** Can be fulfilled by playing a board game with friends or by playing in the virtual community of *Animal Crossing*
    - **Fiero** (personal triumph over adversity) **-** Can be fulfilled by helping your team win a soccer match or defeating someone in *Tekken*
    - **Or any of several other player desires**
  - **Different players have different needs**
  - **The same player can have different needs from day to day**

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- **To maintain a lusory attitude, show respect for your players**

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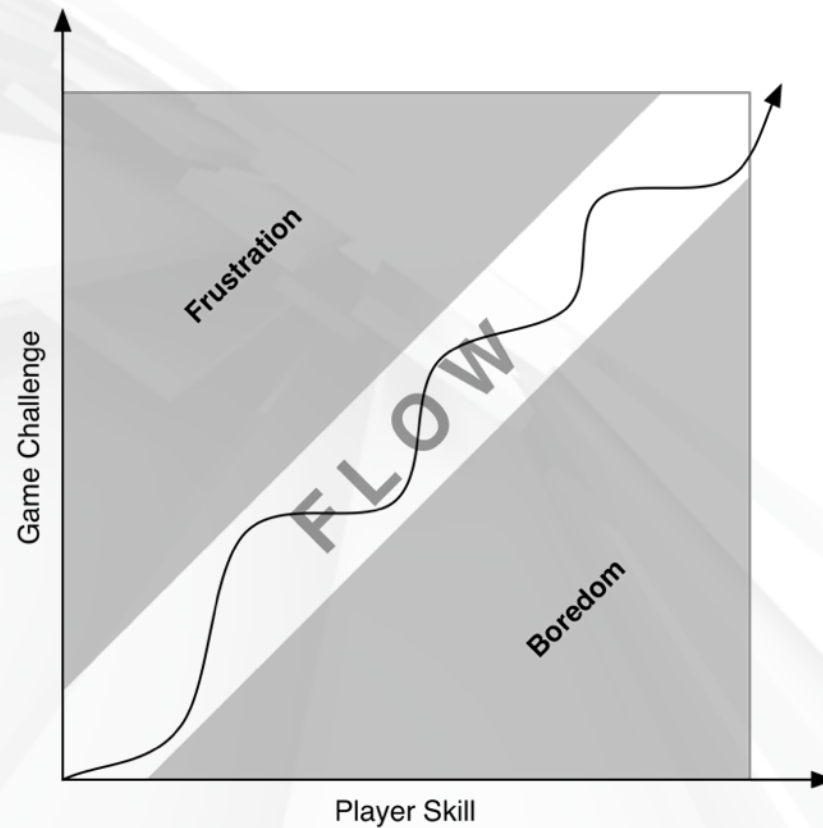 - He adapted Csíkszentmihályi's theories to game design
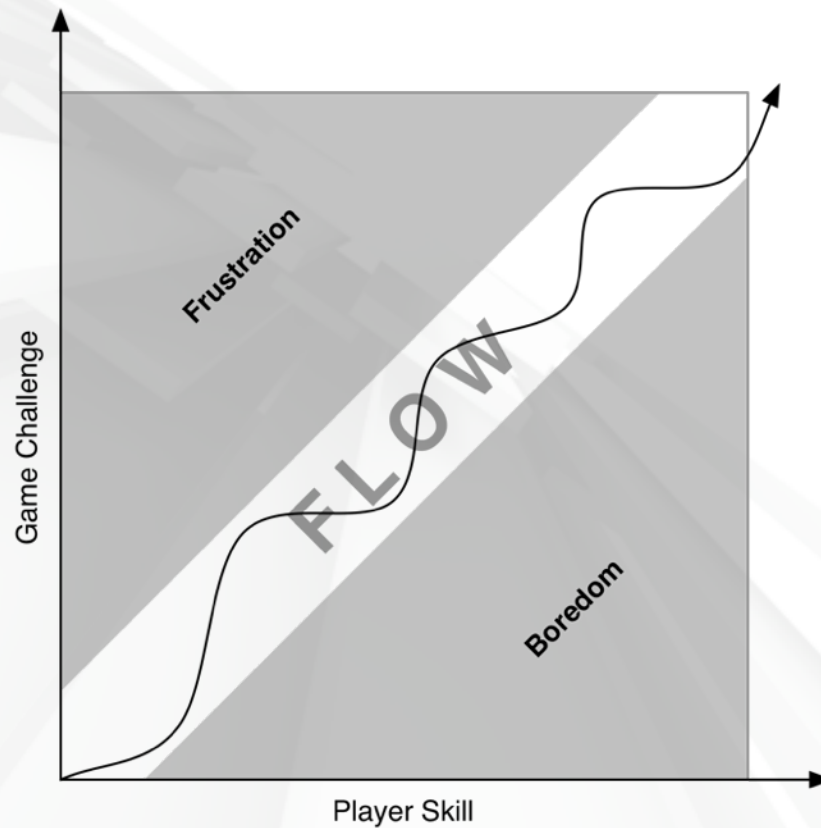
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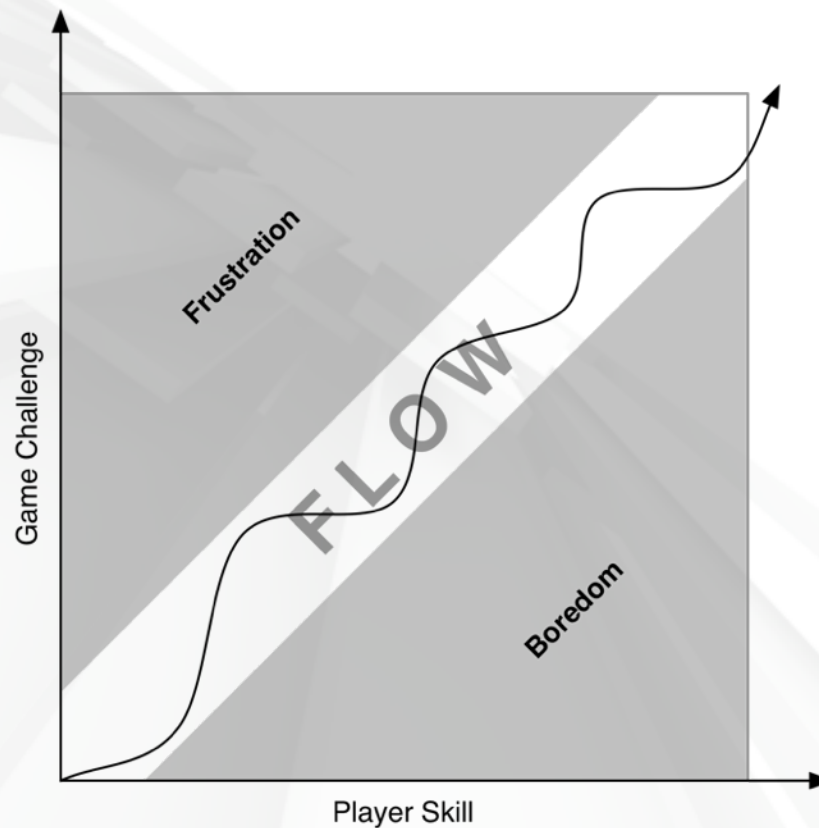
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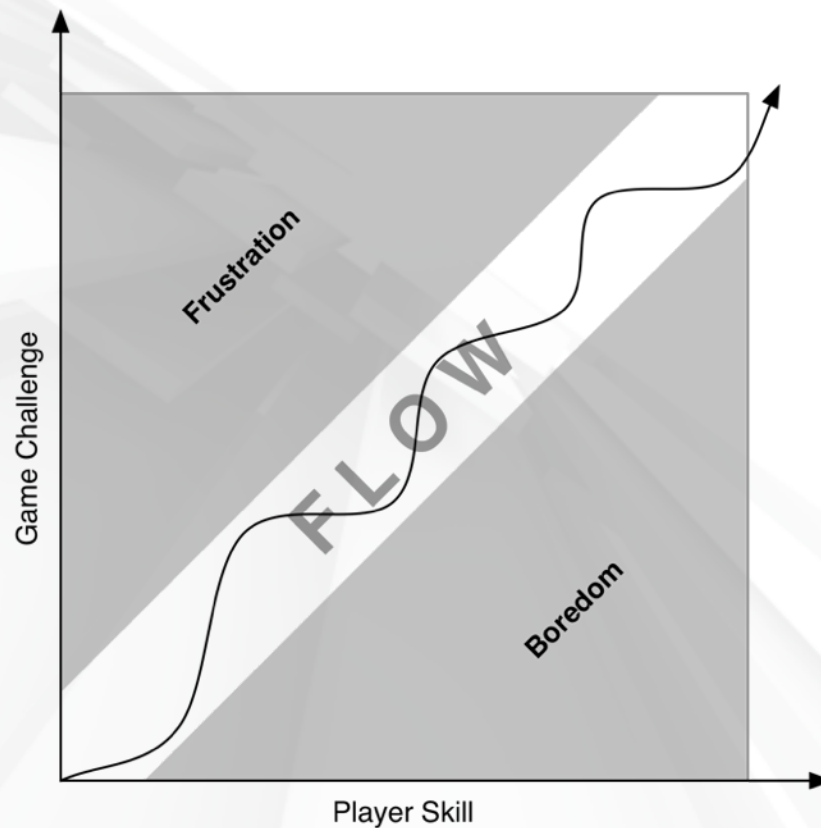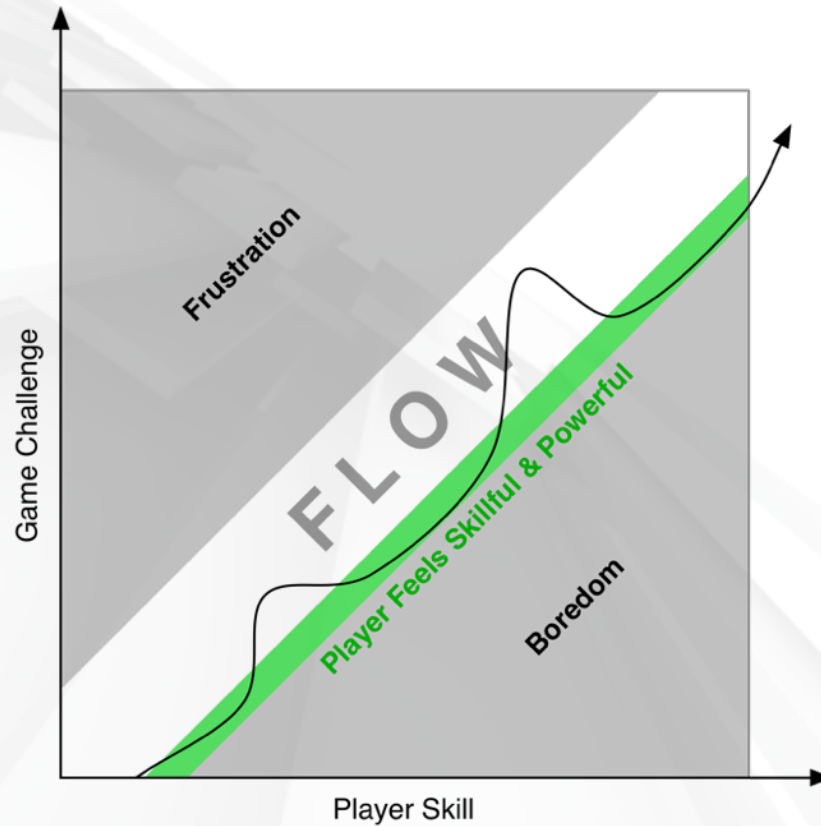
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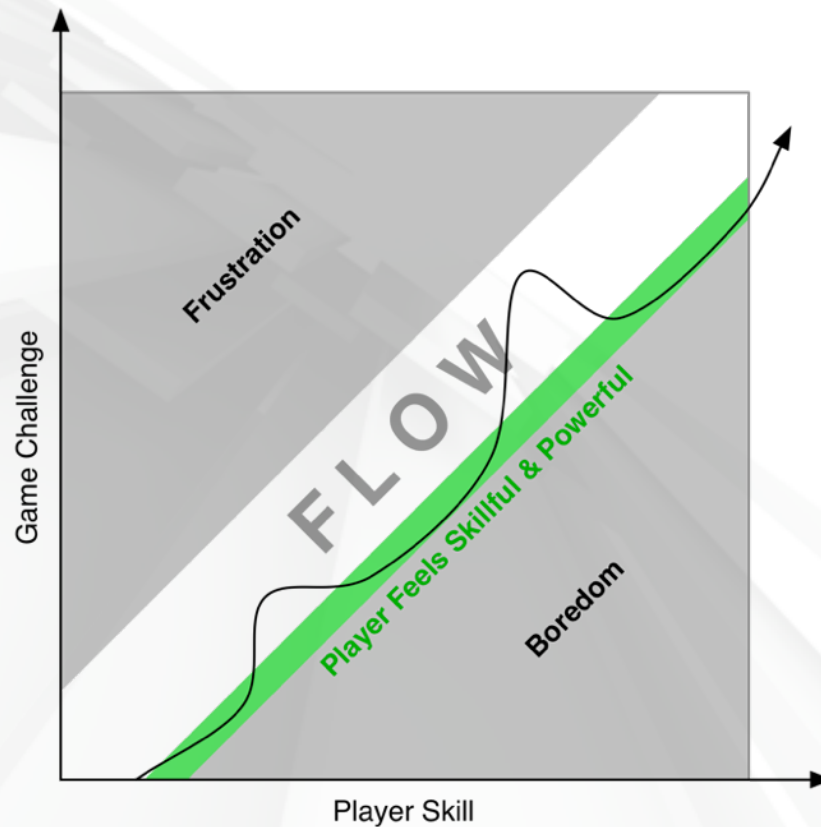 - If the challenge is too high for the player, she gets frustrated
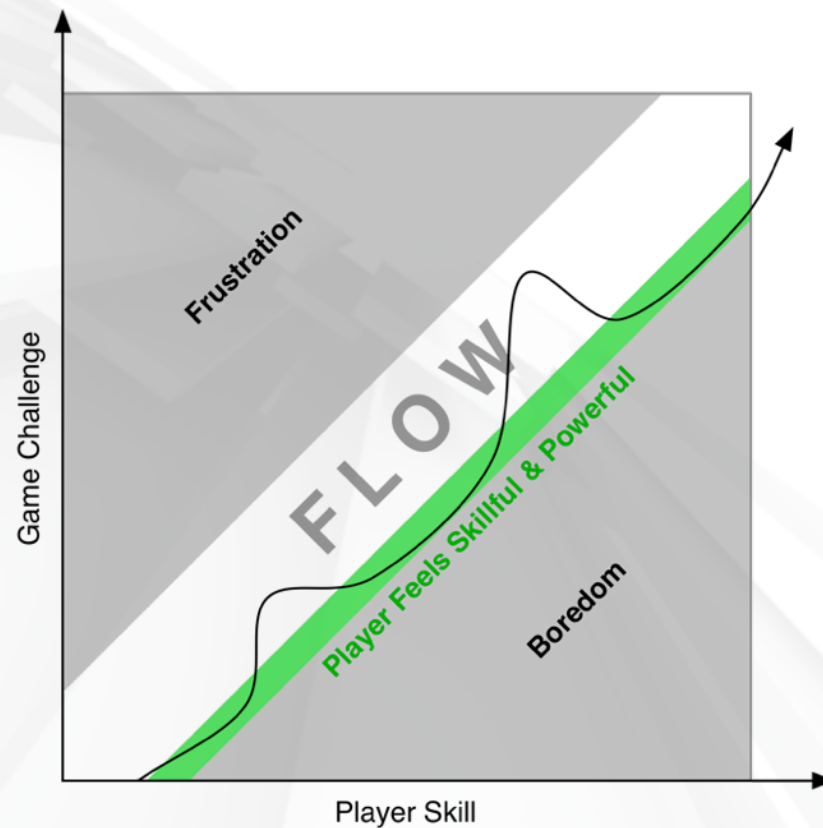
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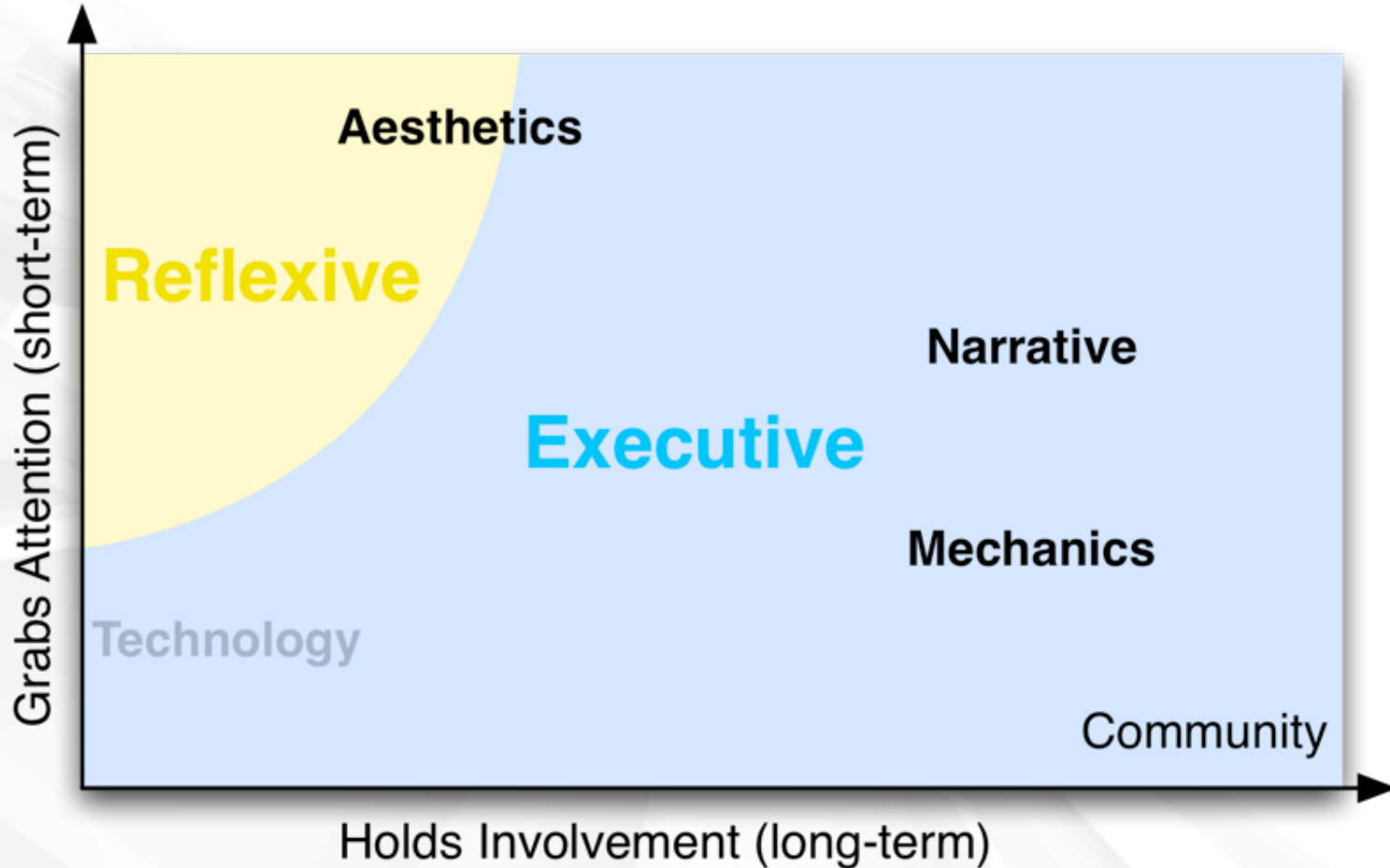
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Player-Centric Goals: Interesting Decisions

- **Sid Meier states that "Games are a series of interesting decisions"**

- **Six aspects of making a decision interesting:**
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Player-Centric Goals: Experiential Understanding

Mainichi by Mattie Brice (2013)

Player-Centric Goals: Experiential Understanding

- **The desire for players to understand something complex by experiencing it themselves**

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  - **Each of these decisions change how some (but not all) of the people around town react to her**
  - **A simple decision like whether to pay with a credit card or cash has meaning in the game**
    - Paying with a credit card will cause the barista to refer to you as "Ms… er… Mr. Brice" because he reads Brice's old, male name on the credit card.

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- **At this time, only interactive media can convey this sense of responsibility to the audience**
- **Experiential understanding is one of the most interesting goals that we can seek to achieve as game designers**

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  - The next chapter is about Game Prototyping