

Game design and free to play

TC0 : Training presentation

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Reminder: What is a Game?

- Playful(Lúdico) : From latin *ludus* (school)
- Definition by Roger Caillois:
 - **Free**
 - **Separate**
 - **Uncertain**
 - **Unproductive**
 - **Settled**
 - **Fictional**
- Differences between toys and games:
 - A toy is a game's accessory
 - A game have rules, objectives and he is interactive



« The opposite of play is not seriousness, it's reality. »
— Sigmund Freud

Game design

- First appearance: 1994
- **Empirical** and not very **theorized**
- Design : conception, « intention », « purpose »
- **Conception of game's mechanics Before his** elaboration
- Conception of the background, goal, game and rules
- Make a game according to constraints:
 - **Technological**
 - **Budgetary** (and time constraint)
 - **Marketing**
- Ergonomic and repeated conception

Game design \neq magic

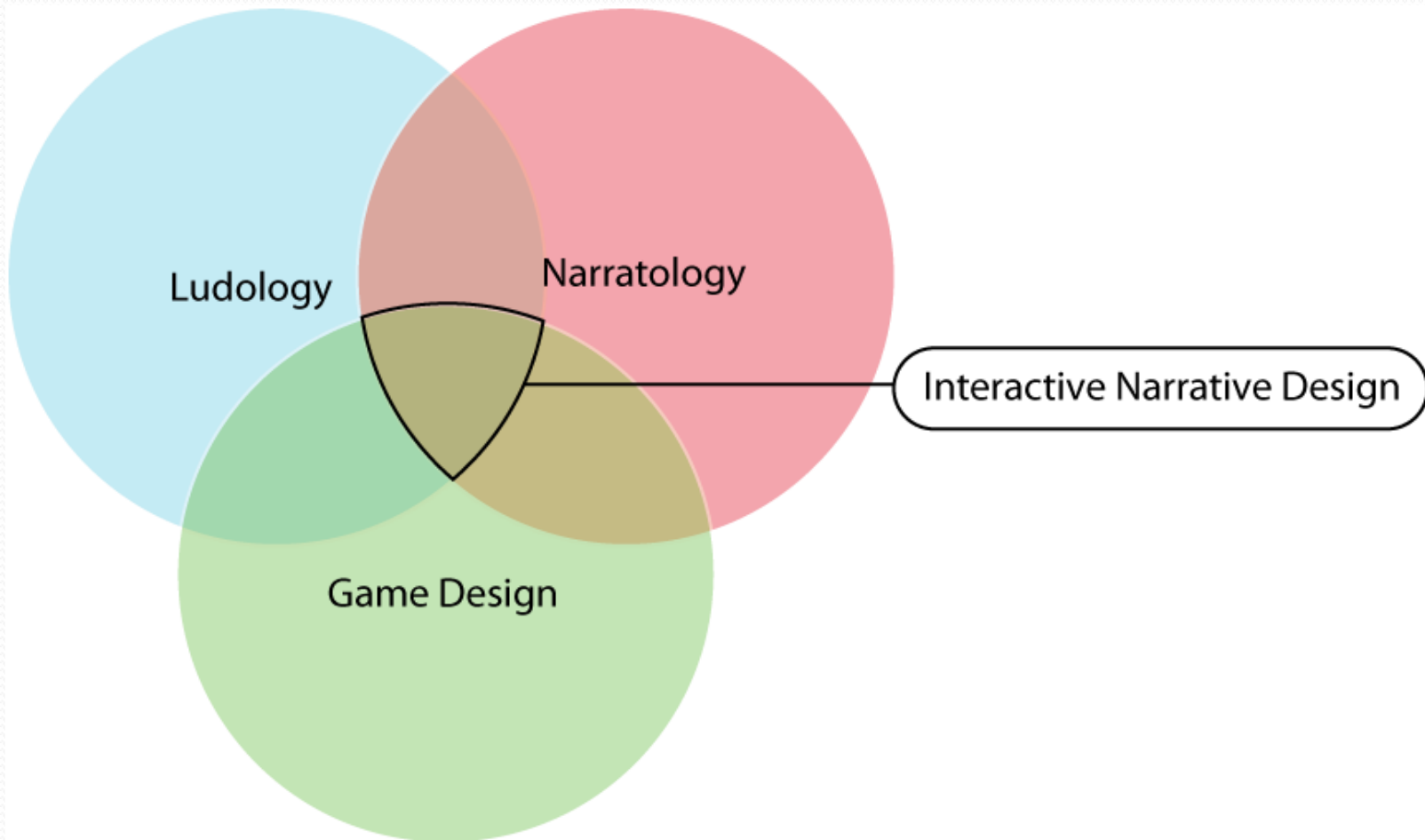
Game design = art

Job = game designer

Fields of game design

- **Context** (story) :
 - Time, style, historic/mythical references, etc.
- **Storyline**/narrative :
 - Character, mapping, chronology, etc.
- **Mechanics** (features) :
 - Main (core) and optional (chrome)
- **Look and feel** (interface) :
 - Sounds and graphics
- **Gameplay** :
 - Game set, game purpose, rules, strategy
- **Ergonomics** :
 - Interface, learning, save/load, etc.

Interactive Narrative Design



Game designer jobs

- **Level designer**
- **Game mechanic**
- **Researcher**
- **Ergonomist**
- **Menu/HUD**
- **Writer**
- **Game script**
- **Dialog writer**

Game

Play



Game designer

- References (cultural) :
 - **To have ideas, you need references**
- A game designer is like a **game master**:
 - A good general knowledge of the different fields of game design is an advantage



Weapons of game designer: **transdisciplinarity**, iterative conception and development

Credits

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