

Sources of Fun

C395 Computer Game Design

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Constraint on entertainment

- Disposable income
- Disposable time
 - Traditional methods
 - Socializing
 - Reading
 - Radio, Movies, Television
 - New competitors
 - Computer games
 - WWW

Some entertainment choices

- Chess board + a friend: \$10, 2 hours
 - \$2.50/hour; huge repeatability
- Deck of cards + some friends: \$2, 2 hours
 - 4 people, \$0.25/hour; huge repeatability
- Board game + some friends: \$20, 3 hours
 - Simpsons, Spider-man, and Scooby-do versions of Monopoly \$35;
.com version \$15
 - \$1.60/hour; high repeatability
- Movie: \$8, 2 hours
 - \$4/hour; low repeatability
- New computer game: \$40, 30 hours
 - \$1.34/hour; medium repeatability
- Old computer game: \$10, 30 hours
 - \$0.34/hour; medium repeatability

LeBlanc's taxonomy of sources of fun

1. Sensation

Game as sense-pleasure

2. Fantasy

Game as make-believe

3. Narrative

Game as drama

4. Challenge

Game as obstacle course

5. Fellowship

Game as social framework

6. Discovery

Game as uncharted territory

7. Expression

Game as self-discovery

8. Masochism

Game as submission

Narrative: Game as drama

- Examples
- Tradeoffs

Challenge: Game as obstacle course

- Examples
- Tradeoffs

To learn more

- Marc LeBlanc's web site:
<http://www.algorithmancy.org>
 - Good discussion of organization of games as collection of loosely coupled systems