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
Sensation: Game as sense-pleasure

• Examples

• Tradeoffs
Fantasy: Game as make-believe

• Examples

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Narrative: Game as drama

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Challenge: Game as obstacle course

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Fellowship: Game as social framework

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Discovery: Game as uncharted territory

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Expression: Game as self-discovery

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Masochism: Game as submission

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• 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