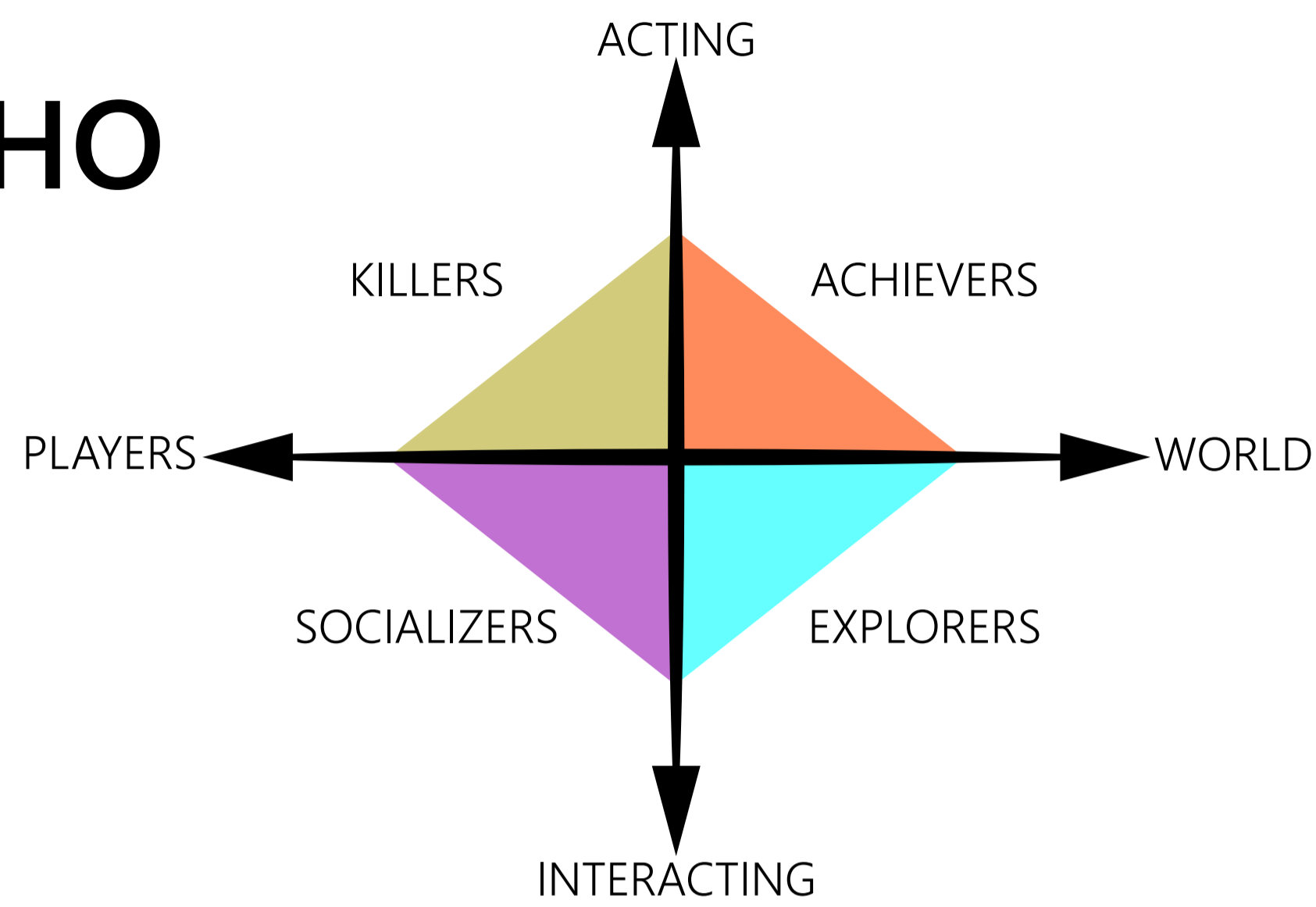


The Understanding and Critical Analysis of Video Games and the application of Design Methodologies in the Creation of Compelling Video Game Experiences

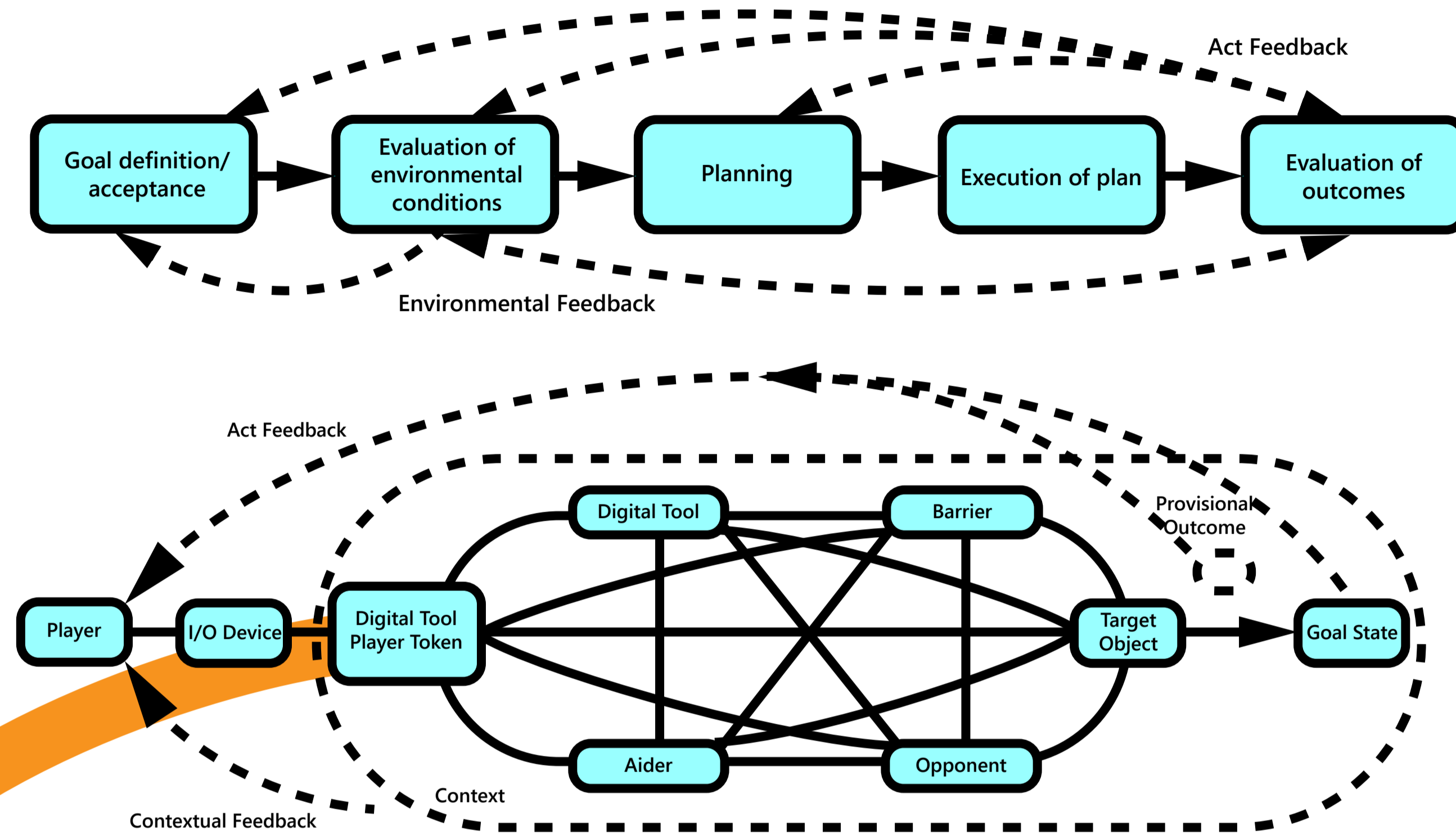
WHO



Or, what makes a video game "Good"?

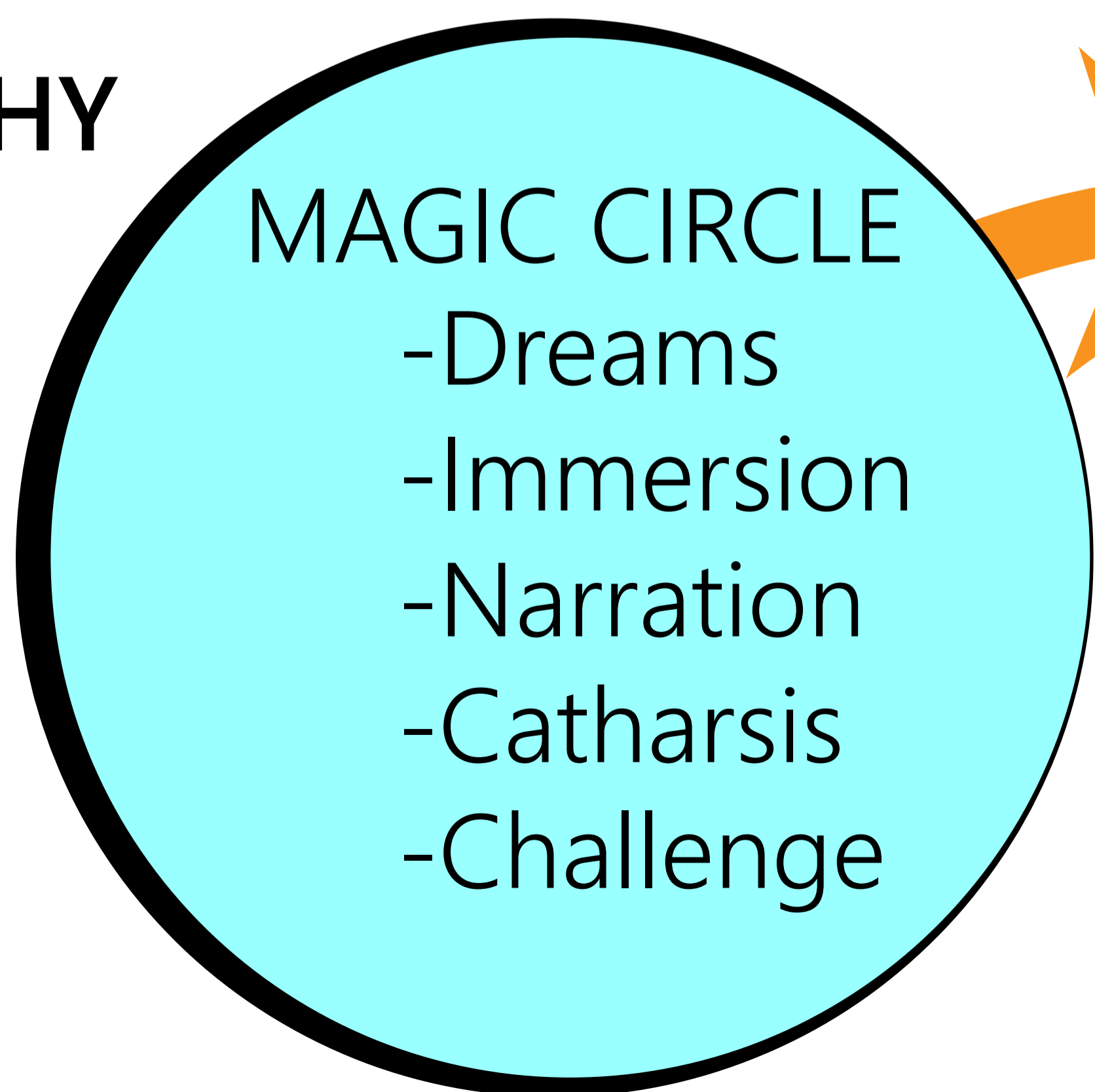
Using Different Design Methodologies we first must understand;
WHO plays our games?
WHY they play games?
WHAT do games consist of?
HOW do games create context?
 Under each heading is a brief breakdown of some of the key points gleaned from my studies

HOW



Caillois Player Profiles	AGON Competition Equal Probability of success	MIMICRY Imitation Pretending to be someone else	ALEA Chance Cannot exert control over outcome	ILINX Vertigo Disrupt regular perception patterns
PAIDA (Free-form, Improvisation)	Racing, Athletics	Children's Games	Heads/Tails	Acrobatics, Horseback riding
LUDUS (Rule-driven, Conventions)	Football, Chess	Theater	Lottery, Roulette	Mountain climbing

WHY



WHAT

