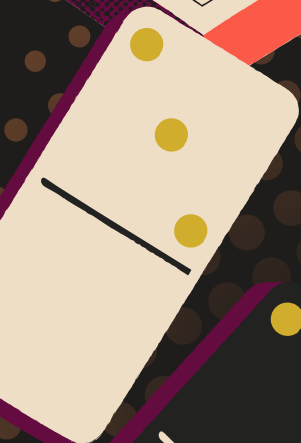




Let's
Laugh &
Play with
Friends



AISHA'S IP #8

GAME NIGHT

SUNDAY
FEBRUARY 4th

CHAPTERS 1, 2 & 3
GAMES DESIGN WORKSHOP

ETEC 532 65A

Briefly describe what is compelling about each.

Page 9-1.5

10 CHILDHOOD GAMES

TAG physical activity makes it fun and energetic, social interaction, and quick thinking and it is not only timeless but also an accessible game with no equipment requirements and simple rules.

HIDE & SEEK thrill, suspense, and excitement - the anticipation of being found when hiding makes it enjoyable.

BASEBALL requires skills exclusive to the game such as batting and balling. Additionally, a combination of physical skill, teamwork, and strategic thinking.

TUG OF WAR entails teamwork and competition - the competitive nature of the game adds excitement. It requires strength, coordination, and team collaboration.

DODGEBALL requires strategic thinking and quick reflexes. The elimination process not only makes it fun but also fast-paced.

THREE LEGGED RACE requires cooperation and coordination. It requires two individuals to work closely together, promoting teamwork, coordination, and communication.

EGG & SPOON RACE requires balance and precision. Participants must balance an egg on a spoon while racing, making this game not only challenging but also entertaining.

HOPSCOTCH hopping through a grid-like setup involves jumping in pattern-like movements making it playful.

JUMP ROPE a cardiovascular exercise requires coordination skills. It also requires timing and endurance. It's not only a fun game but also a great form of exercise

DUCK DUCK GOOSE The random selection of the "goose" creates an element of surprise, anticipation, and chasing another participant adds excitement to this game.



Fullerton (2019) states the need for a delicate balance between emotional engagement and the level of challenge is crucial for player involvement, a quality prominent in these games. She further exemplifies the concept of "play" in games using the analogy of a steering wheel's movement within a system, emphasizing the intricate interplay between rigid game structures and the opportunities they offer for players to employ imagination, fantasy, social skills, and other free-form interactions. This balance is apparent in my cherished childhood games, where players can creatively navigate challenges and engage with the game space effectively (p.39).

List ten of your favorite games and name the objectives for each.

Do you see any similarities in these games?

Try to define the type or type of games that appeal to you.

Page 65-3.4

OBJECTIVES



CHECKERS The goal is to capture all of the opponent's pieces or block them in such a way that they cannot make a legal move.

HIDE & SEEK The objective is for the players to approach Mr. Wolf while asking, "What's the time, Mr. Wolf?" Mr. Wolf then responds with a time (e.g., "It's 11 o'clock"). The players take 11 steps corresponding to the announced time until Mr. Wolf decides to chase them. The goal is for players to reach close enough that they can easily get caught.

JENGA Players take turns removing one block at a time from a tower and then balancing it on top. The objective is to remove blocks without causing the tower to collapse. The last player to successfully remove a block without toppling the tower wins.

CHARADES Players act out a word or phrase without speaking, and their teammates try to guess the correct answer. The objective is to successfully convey and guess as many words or phrases as possible within a given time.

MUSICAL CHAIRS Players walk around a circle of chairs while music plays. When the music stops, players must quickly find a chair to sit in. The catch is that there is one less chair than there are players, and the objective is to be the last person remaining sitting.

HIDE & SEEK One player (the seeker) closes their eyes and counts while the other players hide. The seeker then tries to find and tag the other players who are hiding. The objective for the hiders is to avoid being found, while the seeker aims to find all the hiding players.

COOTIE CATCHER (FORTUNE TELLER) This is more of a playful activity with no competitive nature attached. Players create a paper fortune teller with different colors, traits, and numbers. The objective is to have fun predicting fortunes or outcomes based on the choices made by other players.

PASS THE PARCEL Players sit in a circle and pass a wrapped parcel (gift) while music plays. When the music stops, the player holding the parcel unwraps one layer. The objective is to be the one unwrapping the final layer to reveal a prize. It is a playful activity, not a competitive one.

SNAKES & LADDERS Players roll dice and move their game pieces along the board grid. The objective is to reach the final square first. The game includes ladders that allow players to climb and snakes that force them to slide back down. It is fun and competitive.

GUESS WHO Players ask yes-or-no questions in a process of elimination to narrow down a list of characters to determine the opponent's chosen character. The objective is to be the first to correctly guess the opponent's chosen character.

Each game offers a unique set of rules and objectives, delivering diverse challenges and forms of entertainment to players. The essence of these games lies in creating that elusive combination of challenge, competition, and interaction that players simply label as "fun" (Fullerton, 2019,p. XXXI). The mentioned games embody these qualities with well-thought-out challenges, contributing to their appeal and providing enjoyable experiences for human entertainment. Moreover, most of the games, including Checkers, Jenga, Snakes and Ladders, and Guess Who, have clear objectives or goals for players to achieve, and players work towards a defined outcome as formal systems and elements like rules and restrictions (Fullerton, 2019,p. 47).

Additionally, each game has its unique mechanics and appeal, but these common elements help us see how different games share similar aspects like strategy, social interaction, physical movement, and chance. Games like Checkers, Jenga, Snakes and Ladders, and Guess Who have clear goals for players, whether it's capturing pieces, reaching a specific space, or making accurate guesses (Fullerton, 2019,p. 37).



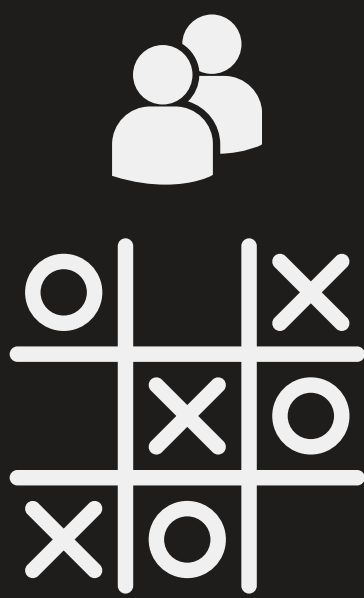
NO RULES

Can you think of a game that has no rules? if so describe it. how about one rule? why is this exercise difficult?
Page 30-2.4

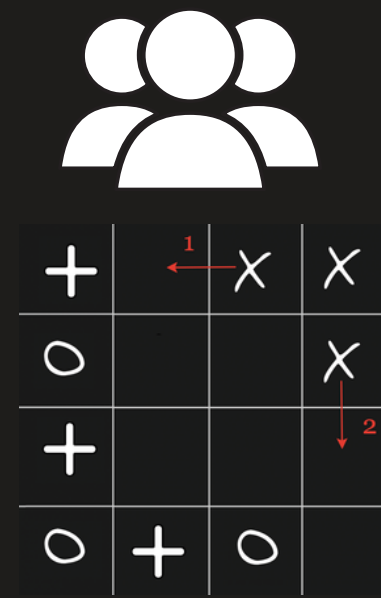
Play emerges from rules as players inhabit and enact them, giving rise to patterns of behavior and sensations, as well as social exchanges (Fullerton, 2019,p. 21). A game without rules would fundamentally lack structure or constraints, making it challenging to define clear objectives, actions, or outcomes (Fullerton, 2019,p. 47). The absence of rules would mean no guidance on how to play, win, or even participate. Additionally, without rules, there would be no framework for player interaction, leaving the concept of a game nearly nonexistent (Fullerton, 2019,p. 321).

Game rules wield a unique power within the *magic circle* - where even a single rule can present challenges. However, the true richness of gaming emerges from the interplay of multiple rules, interactions, and strategies. Most games gain complexity and depth through the blend of diverse rules, enhancing engagement and interest for players (Fullerton, 2019,p. 57).

It can be asserted that Fullerton (2019), highlights the dynamic relationship between rules, play, and enjoyment in gaming, emphasizing that the complexity arising from the combination of various rules even if one in the case of 'Simon Says' contributes significantly to the depth of the gaming experience.



- 2 players
- 3x3 grid
- players take turns using X & O
- The objective is to try to get **THREE** marks in a row horizontally, vertically, or diagonally
- Players take turns making their mark, and the game continues until one player wins with 3 marks.



- 3 players
- 4x4 grid
- players take turns using X & O and perhaps a @
- The objective is to try to get **THREE** marks in a row horizontally, vertically, or diagonally
- Players take turns making their mark, and the game continues until one player wins with 3 marks.

The three-player dynamic in tic-tac-toe, or multilateral competition, explores multiplayer patterns involving three or more players. Moreover, multiplayer games enhance social interaction in smaller groups of three to six players and thus can be compelling. Crafting games with a focus on player interaction, strategic intricacy, and social dynamics can lead to distinctive experiences, whether in traditional board games or digital multiplayer gaming. Finding the right balance between competition and collaboration within smaller groups enhances the gaming experience (Fullerton, 2019,p. 63). In the 3-player version, players take turns making moves until one achieves the winning condition, offering additional complexity. Variations with extra rules or constraints, as well as expanding the cube for more players, can make the game more challenging and interesting.

OBJECTIVES

Games such as dodgeball, basketball, tag, darts, and 'Simon Says' aim to engage participants by embedding them in structured conflicts defined by formal and dramatic elements - create emotionally engaging experiences (Fullerton, 2019,p. 48).

Moreover, these games challenge players to accomplish specific objectives while following rules and procedures that present difficulty (Fullerton, 2019,p. 48).

The obvious uncertainty in gameplay is eventually resolved by determining a clear winner or winners (Fullerton, 2019,p. 48).

More importantly, these games are designed for their experience (Fullerton, 2019,p. 48).



RULES RESTRICTING ACTIONS



There are many types of rules that restrict action.
Here is a list of games: Twister, Pictionary, Scrabble, Operation, and Pong.
What rules within these games restrict player actions?
Page 79 - 3.6



Players must place their hands and feet on different colored circles as directed by the spinner. The specific limb placements must be used which limits players movements and requires flexibility.

TWISTER



Players are restricted to drawing images to convey a word or phrase without using letters or verbal communication. Time limits constrain the amount of time a player has to convey the word or phrase

PICTIONARY



Players can only place letter tiles on the board by connecting them to existing words. These words must be valid restricting the use of random letter placements.

SCRABBLE



Players must use a specialized tool to extract various "illnesses" from the patient without touching the edges of the openings. Touching the edges results in a buzzer/shock like feel, enforcing careful and precise hand movements.

OPERATION



Players control paddles to hit a ball back and forth across a screen. The rules are for controlling the movement of the paddles, the direction of the ball, and scoring limitations.

PONG



RULES RESTRICTING ACTIONS

Each Game derives from structure from its formal elements-rules and restrictions; in Scrabble Words must be valid restricting the use of random letter placements and the dramatic aspect of Twister lies in its physical and social interaction elements, creating a lively and sometimes comical experience (Fullerton, 2019,p. 10).

Both formal and dramatic components in these mentioned games create emotionally engaging experiences. Moreover, a crucial aspect is the established boundaries, encompassing both physical and conceptual aspects, and the emotional transition from real life to the game's rules during play (Fullerton, 2019,p. 45).

These games are fundamentally closed, formal systems, distinguished by their formal elements, marking them specifically as games and not any other type of interaction. Understanding games is contingent on acknowledging the connection between these elements, highlighting the idea that a game is something systematic (Fullerton, 2019,p. 47)

GAME NIGHT OVER

FULLERTON, T. (2019). GAME DESIGN WORKSHOP: A PLAYCENTRIC APPROACH TO CREATING INNOVATIVE GAMES, NY: TAYLOR & FRANCIS (CRS PRESS)