Game design and free to play

TC2 : Videogame concept

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V1.1.0

Game design and free to play

High concept and 4F

- **High concept**: **strong basic idea**, **easy**, **attractive** and **universal**

- The 4F:
  - **Fun**
  - **Features**
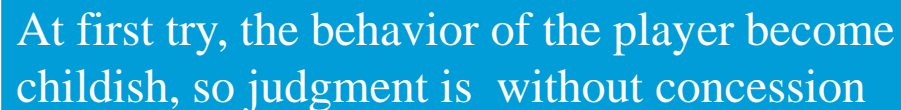 - **Form**
  - **Feeling**

Fun

- Pleasure felt when:

  Patterns

  - Learning new **Patterns** (brain "appreciate" that)
  - **Mentaly resolve a challenge**

- Create **feelings** (seduction) for the player:

  - At first sign: wish to try the game
  - First try, with the gamepad: desire to **continue playing**
  - Ongoing: pleasure and desire to play (accustoming)

At first try, the behavior of the player become childish, so judgment is without concession

Features

- Features:
  - **Values** (in moral term): supporting the universality of the concept
  - **Mark** (impact on the player's world perception):
    - Not necessarily bound to a message
    - Feelings remarkables and, often, persistant
    - Of various natures: visuals, sounds, intellectuals

> Not very traditional, the term of mark, come from cinema, increasingly used, especialy for blockbuster productions

> "The objective for an artistic work is to leave an impression, to change a little part of you, by showing you some part of the world you never see, or simply by showing you things in a different way. "
>
> — Marc Albinet

Form

- **Genre** (dramatic): comedy, drama, thriller, etc.
- **Gameplay**: FPS, action, adventure, etc.
- **Context**: stylistic universe (dark, realist, cartoon, oniric, etc.)
- **Type/design**: artistic appearance (expressionist, realistic, neorealist, photorealist)
- **Tonality/atmosphere**: dark, colored, sad, optimistic, etc.

The tonality is the link between the other four characteristics

Feeling

- **General perception** (deep and general sensations)
- **Emotions**:
  - **Fictional**:
    - "who", "what", "where", "how" ?
  - **Artistic**:
    - Graphic style, optical work, sound, production
  - **Playful**:
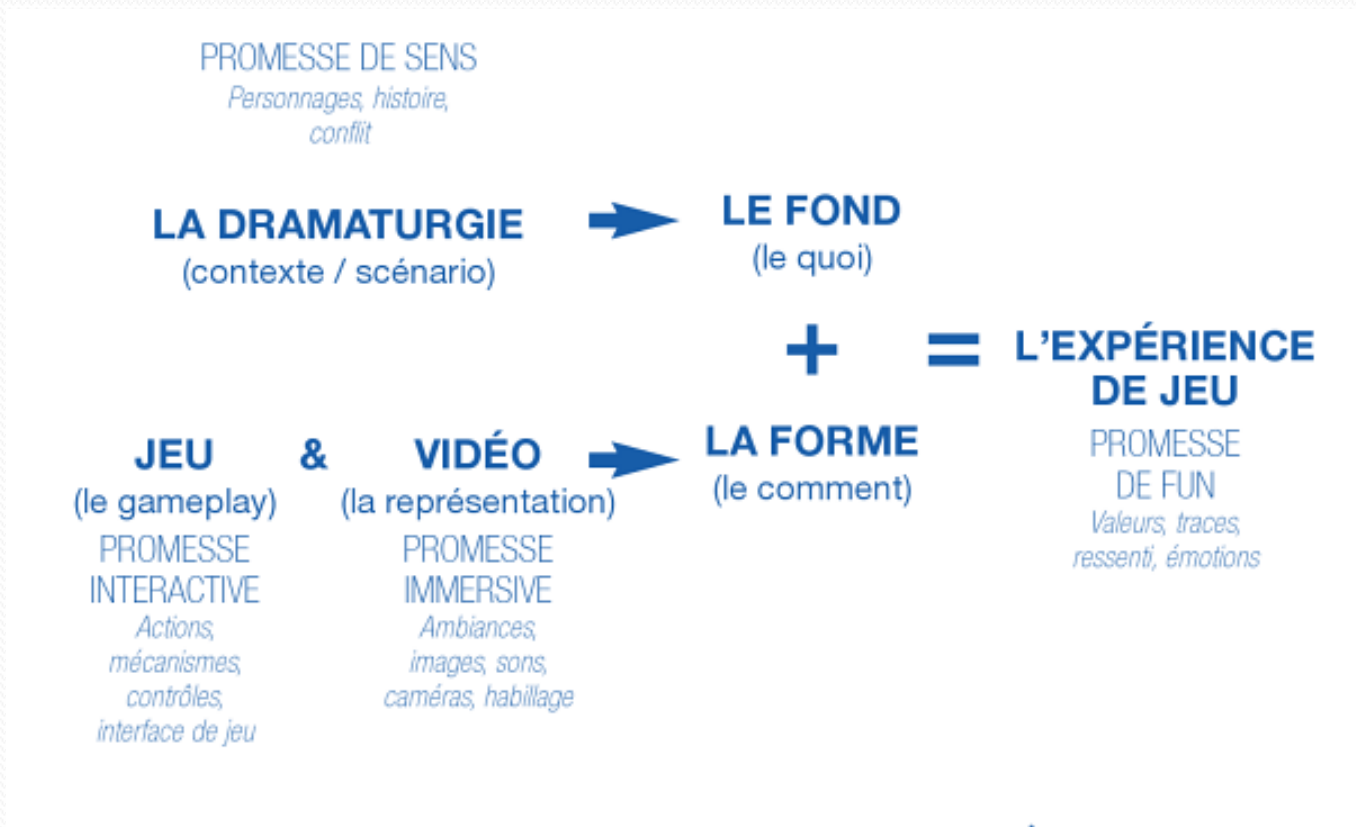   - Kind of activity, rhythm type, involvement

Empathy and behaviourism

- **Empathy**: set up situations with a strong moral aspect: influence choice and immersion

- **Behaviour**:

  - **Progressive**: positive, general public
  - **Transgressive**: rebel
  - **Regressive**: primary demolition

- **Player identification**:
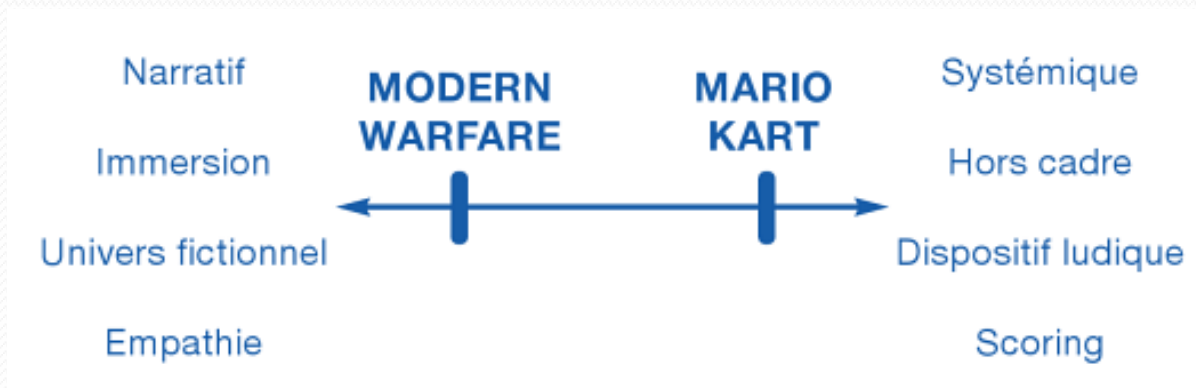
(Game) experience

- **Actions** and **inferred sensations** which allows to set up the game : **playful profit**

PROMESSE DE SENS
Personnages, histoire, conflit

LA DRAMATURGIE
(contexte / scénario) ➤ **LE FOND**
(le quoi)

+ **=** **L'EXPÉRIENCE DE JEU**

JEU & **VIDÉO** ➤ **LA FORME**
(le gameplay) (la représentation)   (le comment)   PROMESSE DE FUN
Valeurs, traces, ressenti, émotions

PROMESSE INTERACTIVE   PROMESSE IMMERSIVE
Actions, mécanismes, contrôles, interface de jeu   *Ambiances, images, sons, caméras, habillage*

Credits

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