

What makes a Good Game?

<http://serc.carleton.edu/introgeo/games/goodgame.html>

For more information

Continuous Challenge

continuous **challenges** which **leads to** another **challenge**, to keep them "**hooked**" on playing

Have **clear, short-term** goals, **appropriate** player **levels** and context.

Satisfy a learning **objective** (e.g. answer question).



Interesting Storyline

A **good plot or storyline** is essential to a good game.

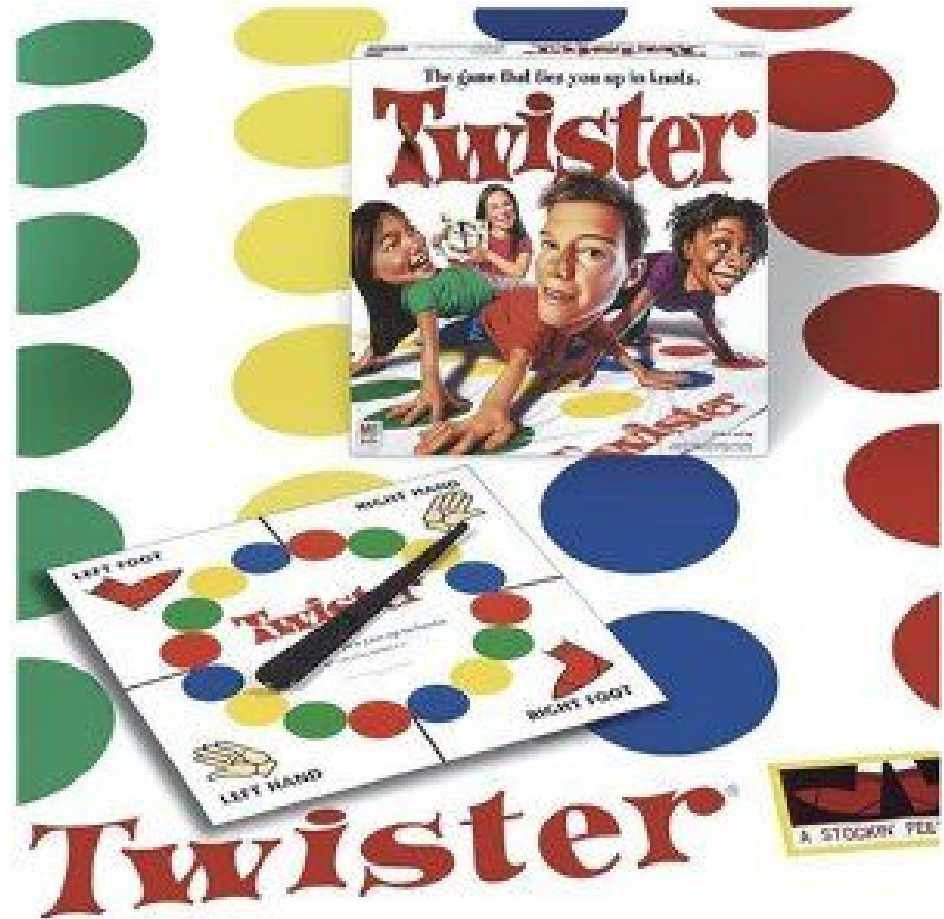
Don't memorize types of ores instead play as miners prospecting for minerals and needing to identify profitable sources. Rather than using games to escape from their studies, encourage students to use games to escape *into* their studies.

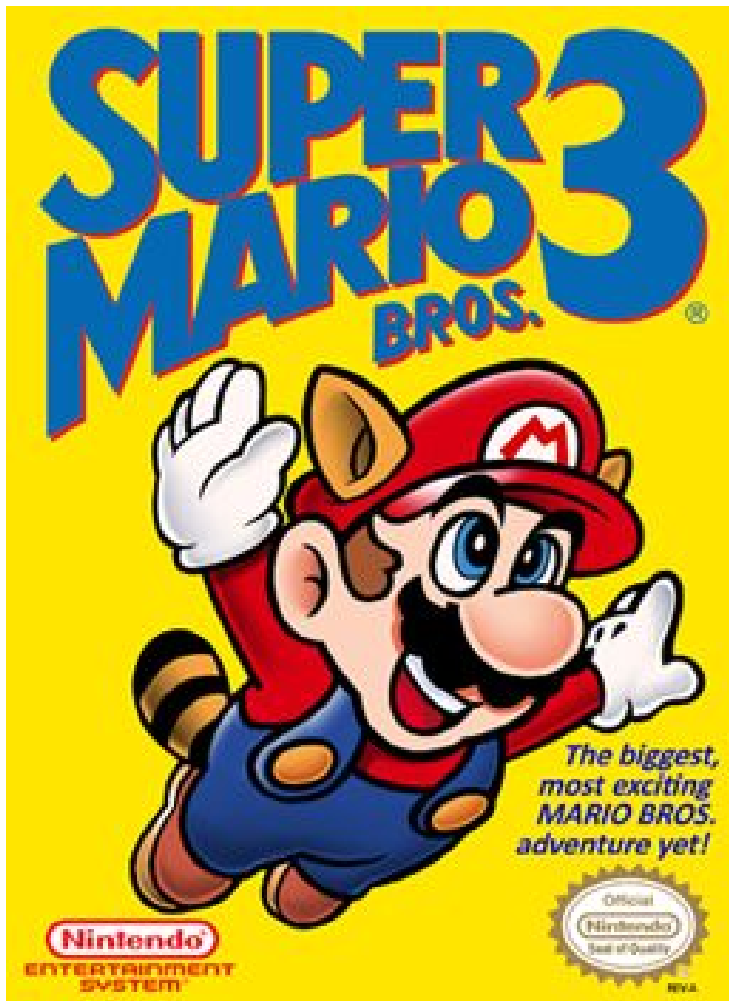


Flexibility

Variety of **different ways** to **accomplish** each **goal**.

Let each **player(s)** **work out their own strategy**.



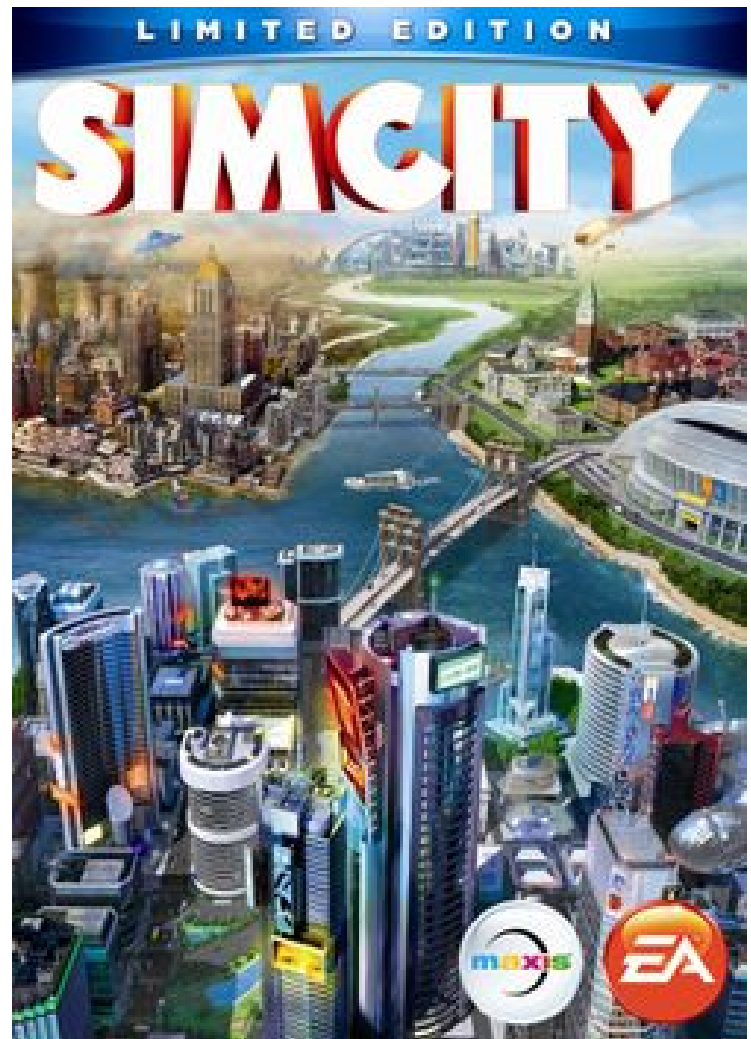


Immediate, useful rewards

Rewarded with new capabilities, a new part of the board to explore or even a new task instead of just points.

Combining Fun & Realism

Excessive realism can also be boring or reward unrealistic behaviors (e.g. too much time to make decisions)



So what is a good game?

A good game will stay with us all our lives.

A good game makes us long to play it again.

- Wolfgang Kramer

Make a list of your favorite games:

Homework:

Bring in your favorite game for tomorrow!