TDT71 Game Development

Workshop

Monday 23rd of September
Workshop 2: Engagement, and Motivation

- 14:00 Introduction
- 14:05 What makes things fun to learn?
- 14:15 GameFlow #1
- 14:25 GameFlow #2
- 14:35 Effect of points and audio:
- 14:45 Exermon:
- 15:00 Group exercise/Discussion
- 15:30 Kahoot! quiz on today's articles
Group exercise (10 min)
Groups of 4 students

1. What major factors are critical to make a successful educational game?

2. List the games you really like to play and what makes these games so great!

3. What characteristics in a game make you hooked and forget about your surroundings!

4. What would be your recommendation to a new game designer for creating a great game?