

# TDT71 Game Development

Workshop

Tuesday 26<sup>th</sup> of September

1600-1800

# Workshop 2: Games, Engagement, and Motivation

- 16:00 Introduction
- 16:05 Wear out effect of game-based learning system: Geir
- 16:15 What makes things fun to learn? Hanne
- 16:25 GameFlow #1 Simon
- 16:35 GameFlow #2 Mikail
- 16:45 Pervasive Games Thomas
- 16:55 Group exercise
- 17:10 Present & Discuss group results
- 17:25 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?