

# TDT71 Game Development

Workshop

Monday 23<sup>rd</sup> 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?