




GameFlow

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Flow

- Nakamura and Csikszentmihalyi in 1990
- Research about what makes experiences enjoyable

- Flow: a sense of deep enjoyment where the person is completely engaged in the activity.
- “Being in the zone”
- 8 elements

Flow

- A task that can be **completed**.
- The ability to **concentrate** on the task.
- That concentration is possible because the task has **clear goals**.
- That concentration is possible because the task provides immediate **feedback**.
- The ability to exercise a sense of **control** over actions.
- A deep but effortless **involvement** that removes awareness of the frustrations of everyday life.
- Concern for self disappears, but sense of self emerges stronger afterwards.
- The sense of the duration of time is altered.

GameFlow - A model of enjoyment in games

- Sweetser and Wyeth in 2005
- Based on Flow
- 8 elements
 - Concentration, Challenge, Skills, Control, Clear goals, Feedback, Immersion, and Social interaction

Concentration

Games should require concentration and the player should be able to concentrate on the game

Criteria

- Games should quickly grab the players' attention and maintain their focus throughout the game
- Should not be distracted from the task
- Should provide a lot of stimuli from different sources
- Must provide stimuli that are worth attending to

Challenge

Games should be sufficiently challenging and match the player's skill level

Criteria

- The level of challenge should increase as the player progresses
- Should provide new challenges at an appropriate pace

Player skills

Games must support player skill development and mastery

Criteria

- Learning the game should be fun
- Players should be rewarded appropriately for their effort and skill development
- Game interfaces and mechanics should be easy to learn and use

Control

Players should feel a sense of control over their actions in the game

Criteria

- Players should feel a sense of control over the game interface and input devices
- Players should feel a sense of control and impact onto the game world
- Players should not be able to make errors that are detrimental to the game

Clear goal

Games should provide the player with clear goals at appropriate times

Criteria

- Overriding goals should be clear and presented early
- Intermediate goals should be clear and presented at appropriate times

Feedback

Players must receive appropriate feedback at appropriate times

Criteria

- Players should receive feedback on progress toward their goals
- Players should receive immediate feedback on their actions
- Players should always know their status or score

Immersion

Players should experience deep but effortless involvement in the game

Criteria

- Players should become less aware of their surroundings
- Players should become less self-aware and less worried about everyday life or self
- Players should experience an altered sense of time
- Players should feel emotionally involved in the game

Social interaction

Games should support and create opportunities for social interaction

Criteria

- Games should support competition and cooperation between players
- Games should support social interaction between players
- Games should support social communities inside and outside the game