

TDT71 Game Development

Workshop

Pause til 15:10!

Workshop 2: Engagement, and Motivation

- Introduction
- What makes things fun to learn? (Gard)
- GameFlow #1 (Henrik)
- Effect of points and audio (Siri)
- Exermon (Mats)
- Group exercise/Discussion
- Kahoot! quiz on todays 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?