

# GAMEFLOW

A model for evaluating  
player enjoyment

# Usability and User Experience



Interface



Mechanics



Gameplay



# HOW TO EVALUATE ENJOYMENT?

---



**CSIKSZENTMIHALYI**

**FLOW**

# Flow

«feel a sense of exhilaration, a deep sense of enjoyment, which we cherish for long and that becomes a landmark in our lives»

- Csikszentmihalyi (1990)

# The 8 Flow Components

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.

# The 8 GameFlow Components

*Concentration*

*Challenge*

*Player Skill*

*Control*

*Clear Goals*

*Feedback*

*Immersion*

*Social interaction*

# 1 - Concentration

- Grab player's attention
- Maintain the concentration
- **Criteria:**
  - Only important tasks
  - Have appropriate workload
  - Minimize distractions
    - F. ex. reducing interface

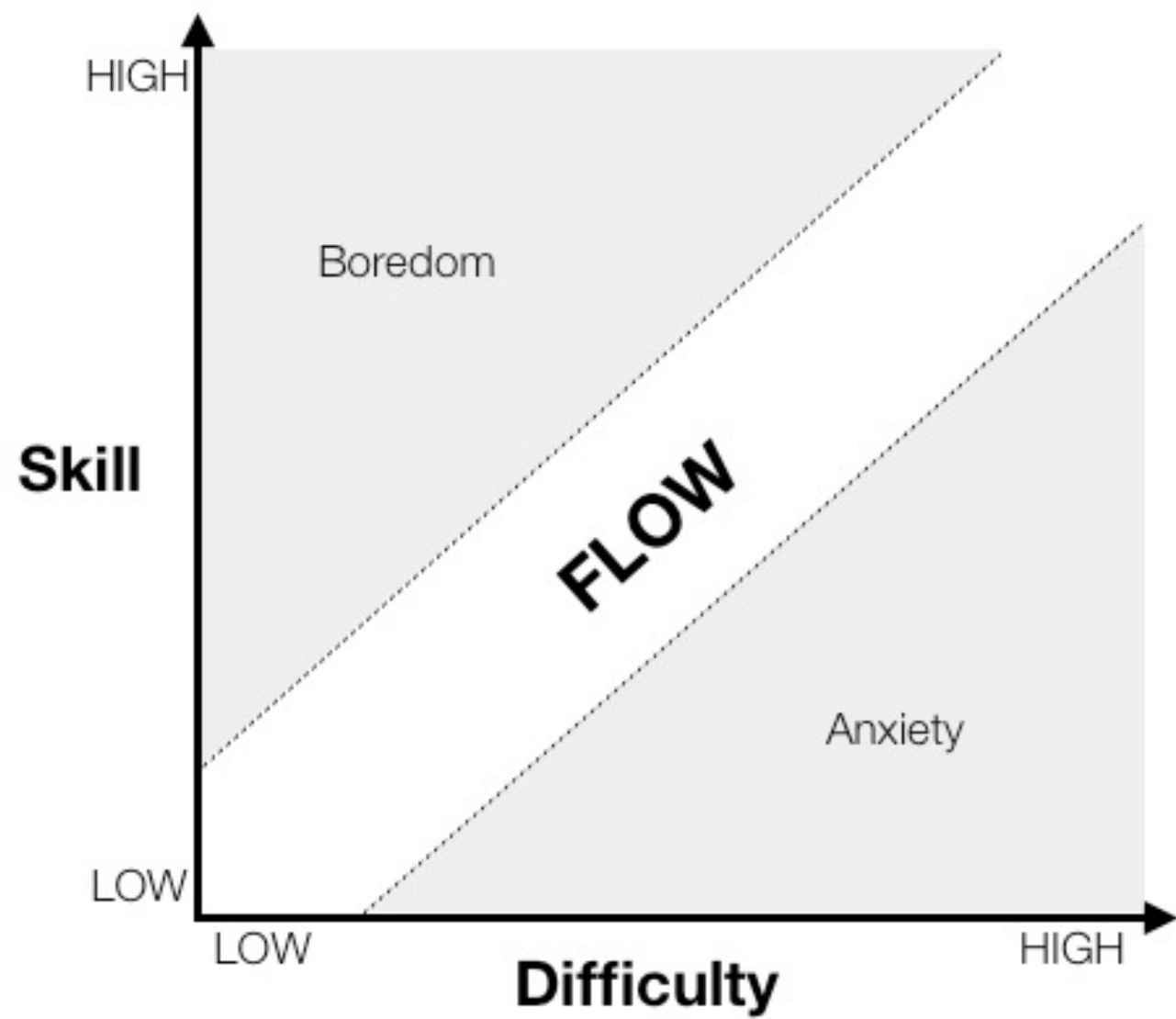


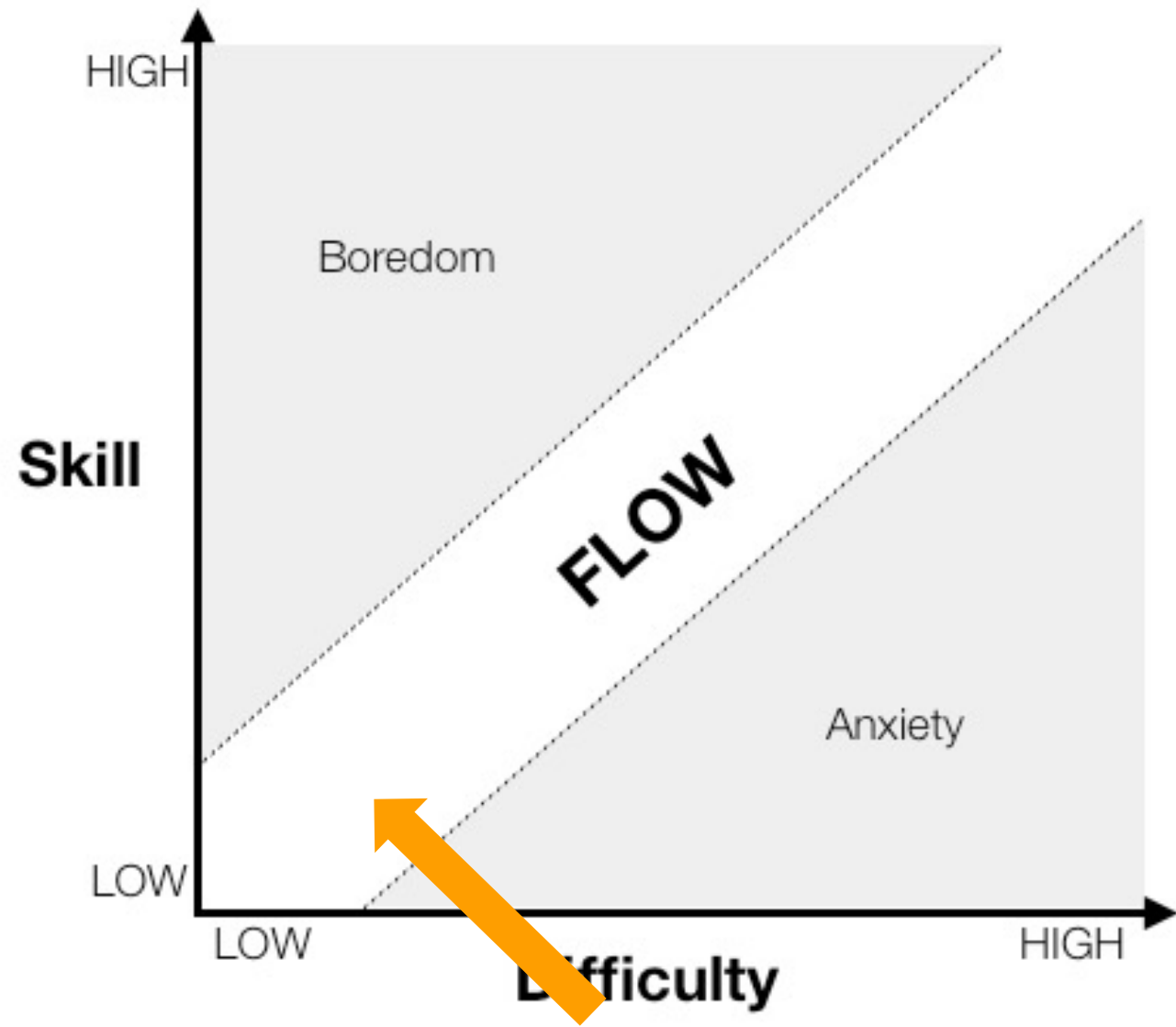


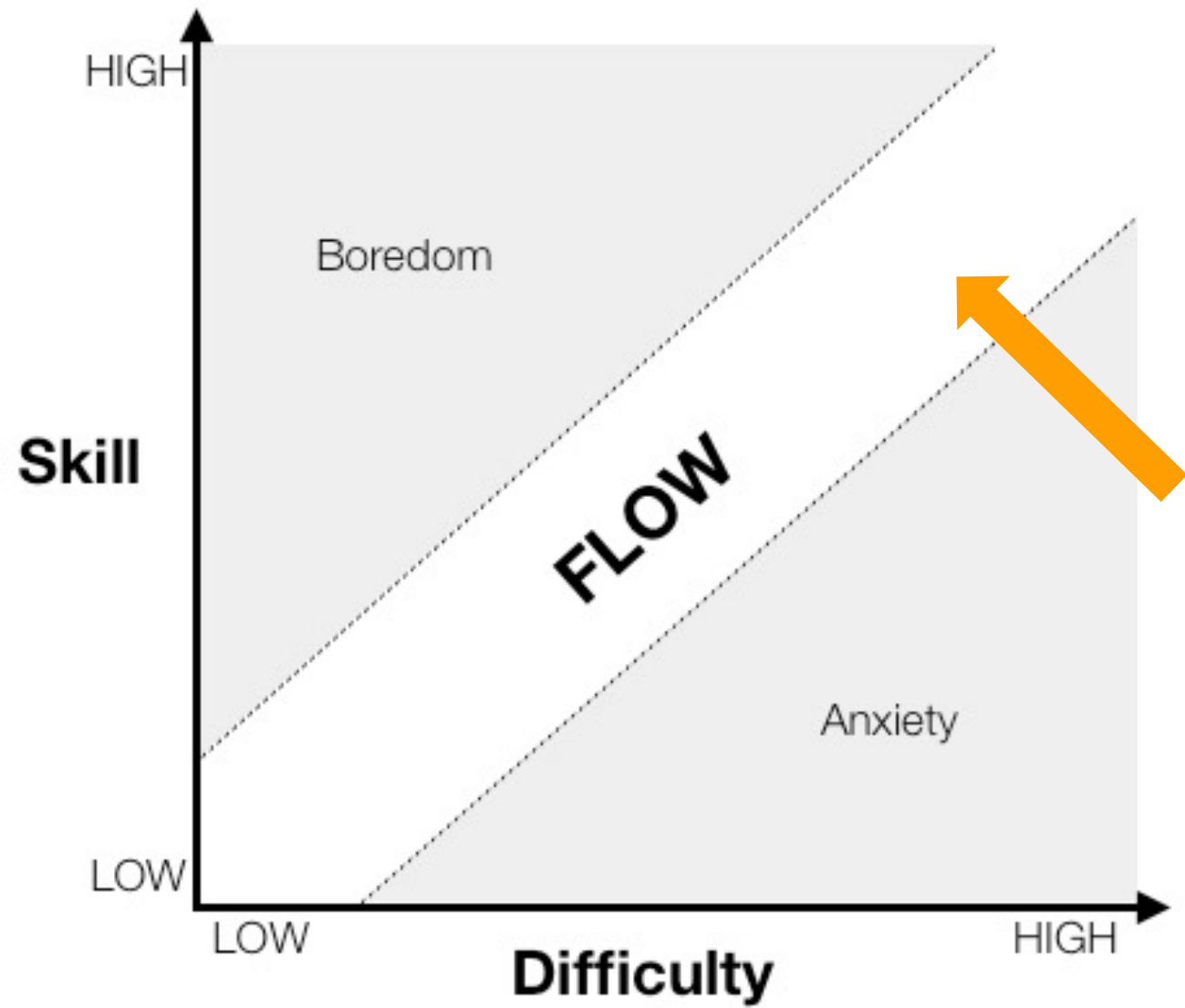
## 2 - Challenge

- Sufficiently challenging
- Match player's skill level
- **Criteria:**
  - Different levels of challenge that are choosable
  - Challenge should increase throughout the game
  - New challenges at appropriate pace









# 3 - Player Skill

- Game supports skill mastery
- **Criteria:**
  - No prior reading required
  - Include interactive tutorials
  - Reward the player for improvement
  - User friendly interfaces



# 4 - Control

- Give players a sense of control
- **Criteria:**
  - Give player control over:
    - Character
    - Interactions
    - GUI
    - Game shell
    - Impact
  - Customization options for controls



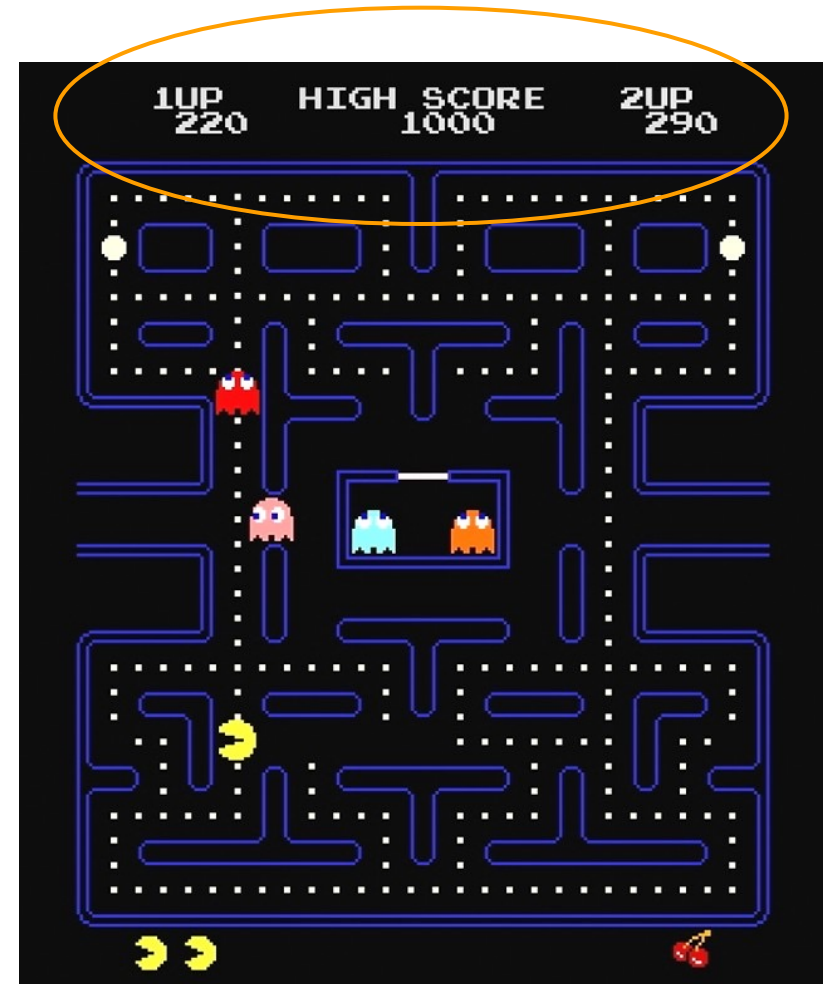
# 5 - Clear Goals

- Provide simple and understandable goals
- **Criteria:**
  - Present a clear overriding goal early
  - Present multiple clear intermediate goals later



# 6 - Feedback

- Give appropriate feedback at appropriate times
- Feedback through interfaces and sound
- **Criteria:**
  - Feedback on progress towards goals
  - Immediate feedback on actions
  - Show status or score





# 7 - Immersion

- Deep but effortless involvement
- Audio and narrative
- **Criteria:**
  - Make player less aware of:
    - Surroundings
    - Self
    - Time
  - Make player emotionally invested



# 8 - Social Interaction

- Support and create opportunities for social interaction
- Not part of Flow
- **Criteria:**
  - Support competition and cooperation
  - Support social interaction
  - Support social communities



*Concentration*

*Challenge*

*Player Skill*

*Control*

*Clear Goals*

*Feedback*

*Immersion*

*Social interaction*



**Enjoyment**