

TDT71 Game Development

Workshop on Engagement and
Motivation

- Starts 14:00 -

Workshop 2: Engagement, and Motivation

- Introduction
- What makes things fun to learn? Halvor, Mariane, Oscar
- GameFlow: Jorunn og Leonard
- Effect of points and audio: Tjøl og Anders
- Evaluation of Exermon: Thor-Herman og Magnus
- Group exercise/Discussion
- Kahoot! quiz on todays articles

Group exercise (10 min)

Groups of students

1. What game design elements in a game get you hooked?
2. What would be your recommendation to a new game designer for creating a great game?