

TDT71 Game Development

Workshop on
Engagement and Motivation

- Starts 15:00 -

Workshop 2: Engagement, and Motivation

- Introduction
- What makes things fun to learn?
Filip & Fredrik
- GameFlow: Luan & Yauhen
- Effect of points and audio:
Torstein & Joakim
- Evaluation of Exermon: Eivind & Minh Dan
- Discussion
- Kahoot! quiz on today's articles

Discussion

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?