

GameFlow: A Model for evaluating Player Enjoyment in Games

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Importance of Players Enjoyment

- Players enjoyment is central to game design
- Games are played to enjoy the process rather than the reward
- Game development heuristics

Flow Theory

- Flow
 - Complete immersion
 - Altered perception of time
 - Enjoyable
- Elements of Flow state
 - The task that can be completed
 - The ability to concentrate on a 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
 - Concerns for self disappears
 - The sense of duration of time is altered

The GameFlow model

- The eight elements of game enjoyment
 - Concentration: the game must be able to hold the players attention
 - Challenge: The game must be sufficiently challenging
 - Player Skills: The game must support players skill development
 - Control: The player should feel the sense of control over their actions
 - Clear Goals: The game should have clear goals
 - Feedback: The game must give feedback (e.g. state, actions or goal progression)
 - Immersions: Player must experience deep involvement
 - Social Interaction: The game should create opportunities for social interactions (e.g. cooperation, communication)

Gameflow model in practice : RTS games



Warcraft III

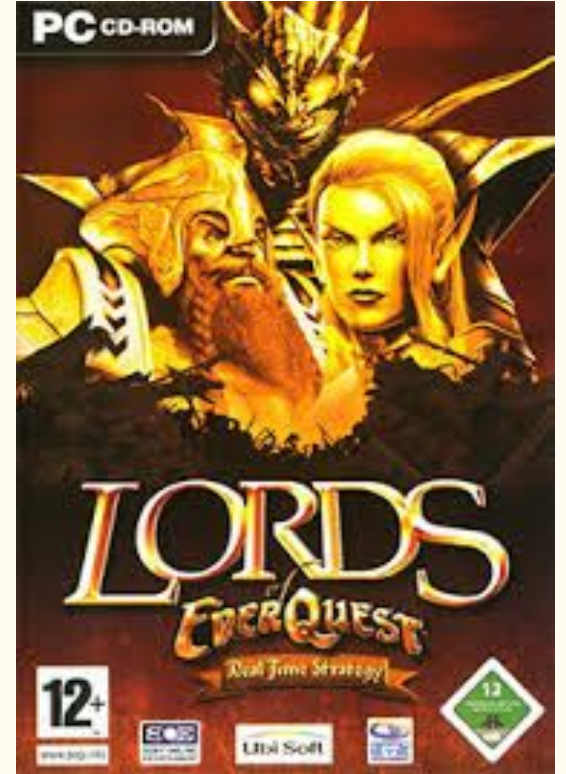
Release : 2002

Rating : 94%

Lords of EverQuest

Release : 2003

Rating : 61%



	Warcraft III		Lords of EverQuest	
Concentration	<ul style="list-style-type: none"> - High quality stimuli - Each race has a different theme - Only focus on interesting tasks 	5	<ul style="list-style-type: none"> - Visually good - Each unit has only 2-3 phrases - Missions : repetitive and limited - Focus unimportant tasks (micro managing) - Game is slow 	2.5
Challenge	<ul style="list-style-type: none"> - Good progression in campaign difficulty - PvP or against AI too hard 	4.5	<ul style="list-style-type: none"> - Campaign too easy (no strategy) - Each faction has the same playstyle 	2
Player Skills	<ul style="list-style-type: none"> - Play immediately, optional tutorial - Races and buildings added gradually - Simple game interface 	5	<ul style="list-style-type: none"> - Play immediately, obligatory tutorial - Poor game interface - Text hard to read 	3.1

	Warcraft III		Lords of EverQuest	
Control	<ul style="list-style-type: none"> - Control every aspect - Simple interface 	4.8	<ul style="list-style-type: none"> - Players don't have full control 	2.3
Clear Goals	<ul style="list-style-type: none"> - Cutscenes present goals 	5	<ul style="list-style-type: none"> - No clear introduction - No story (game tells what to do but not why) 	1.5
Feedback	<ul style="list-style-type: none"> - Notification goal / mission - Map guides players 	5	<ul style="list-style-type: none"> - If a mission is failed, notification at the end of the mission 	2.7
Immersion	<ul style="list-style-type: none"> - Concentrate, tasks, graphic, sound 	5	<ul style="list-style-type: none"> - Too slow 	1
Social Interaction	<ul style="list-style-type: none"> - Multiplayer simple - Free online 	4.3	<ul style="list-style-type: none"> - Chat + multiplayer - Too small community 	3.7
TOTAL		4.8 = 96%		2.4 = 48%