DEP 703 | Communication Design Project II

Development of

Educational Aid for Game Design

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176450002 Communication Design 2017-19 Project Guide : Prof. Prasad bokil

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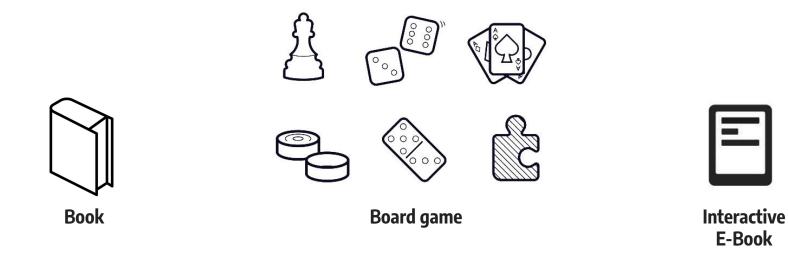






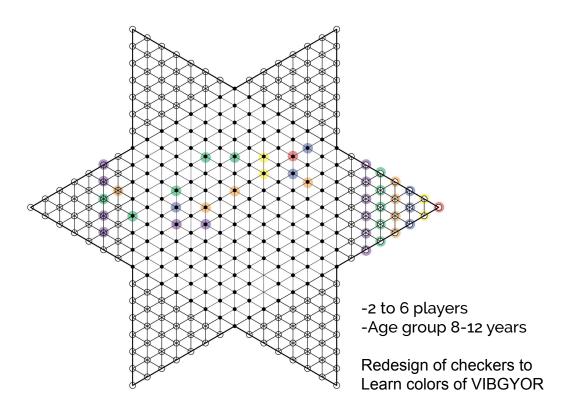


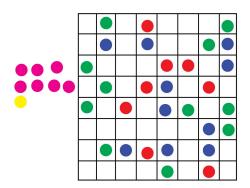
Attempts to Design platform



Understanding Game design

Attempt in game design





- -2 players
- -Age group 8-12 years

Redesign of checkers to Learn additive and subtractive colors

Attempts in Game Design

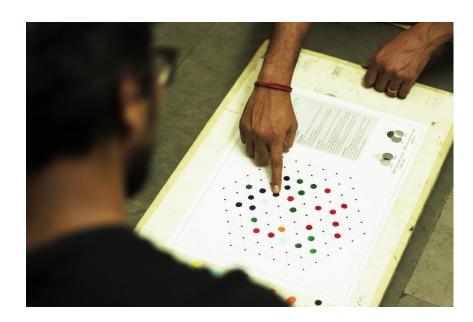
HOW TO PLAY

What you need:

- -10 Pieces of each color Red, Yellow, Blue (30 pieces total)
- -A Hexagonal grid.
- -2-3 players
- -Age group 8-12 years

Objective:

- -To capture your opponent's tokens so that he can no longer Make three in a row. (In other words, until he has only 2 pieces left.)
- -Create white or black color by combining 3 different pieces.
- -Score maximum points.





CMYK color model for press [subtractive]



Instructions

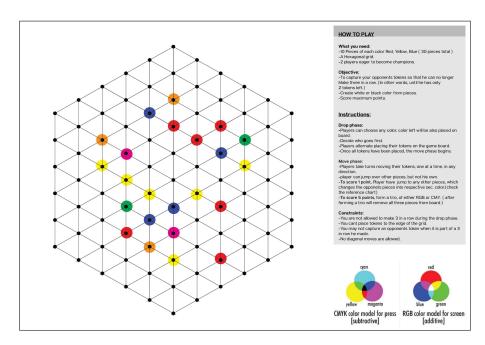
Drop phase:

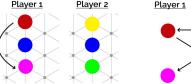
- -Players can choose any color, color left will be also placed on board.
- -Decide who goes first.
- -Players alternate placing their tokens on the game board.
- -Once all tokens have been placed, the move phase begins.

Move phase:

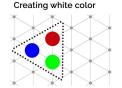
pieces from board.)

- -Players take turns moving their tokens, one at a time, in any direction.
- -player can jump over other pieces, but not his own.
- -To score 1 point, Player have jump to any other pieces, which changes the opponent's pieces into respective sec. color.(check the reference chart)
 -To score 5 points, form a trio, of either RGB or CMY. (after forming a trio will remove all three









Working with hands

"We don't know where we get our ideas from. What we do know is that we do not get them from our laptops."

-John Cleese

"I have stared long enough at the glowing flat rectangles of computer screens.

Let us give more time for doing things in the real world . . . plant a plant, walk the dogs, read a real book, go to the opera."

—Edward Tufte



Questionnaire

Physical book vs. E-Book

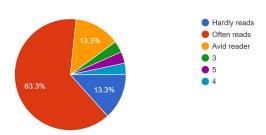
Your creative field

30 responses



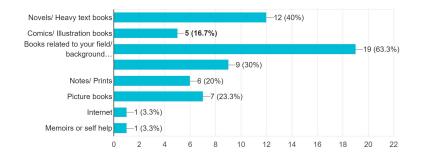
How often you read?

30 responses



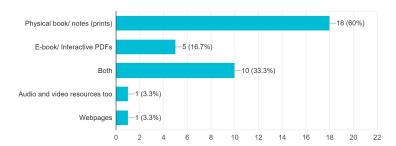
what you usually read?

30 responses

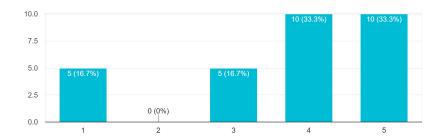


What medium you usually prefers?

30 responses

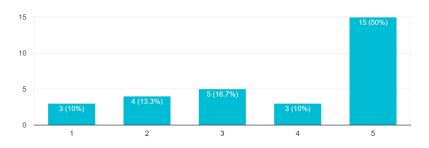


How much experience sense of 'smell and touch' matters to you, in books?



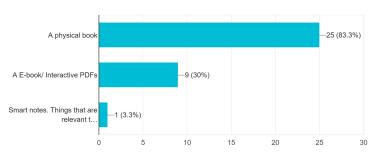
Do you like to add any element (bookmarks/ highlighting/papers/ scribbling / leaves) that helps you to interact better with your books

30 responses



What will you prefer for your studies related to your course?

30 responses



Booklet design

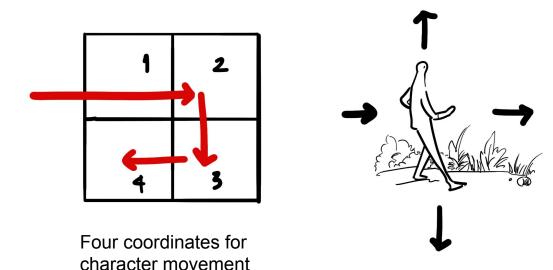
- -User Engagement
- -Sensory experience can't be replaced.
- -Sensory adventure of smell/touch/sound.
- -Less distractions

What constitutes game?

- -Fun
- -Interests
- --Emerging conditions
- -Challenges
- -Instant feedbacks
- -Uncertainty

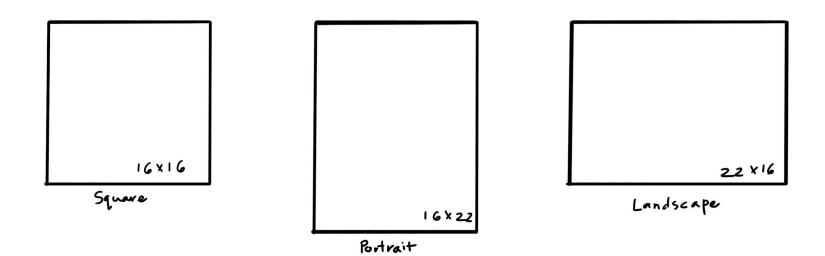
Booklet design

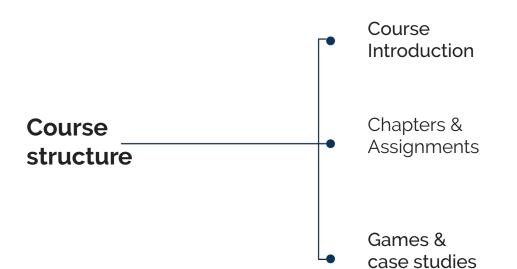
Mental modelling in game world.



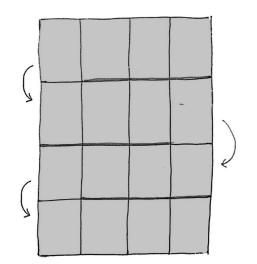
Arbitrary movements and choices helps to create pattern to create mental model

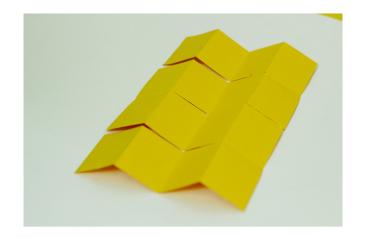
Layout





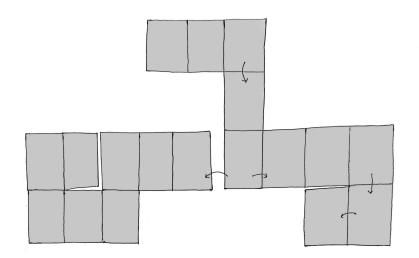
Layout Booklet 1

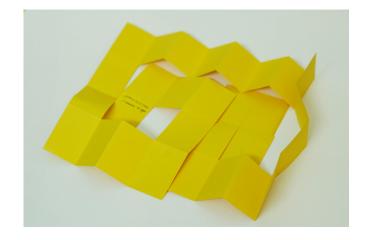




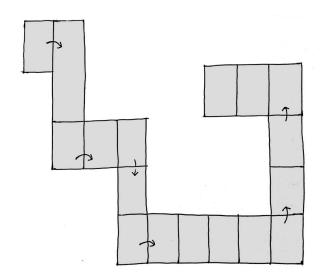
Layout Booklet 2

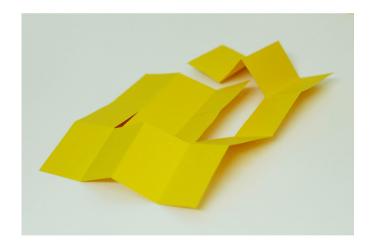






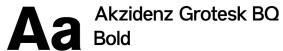
Layout Booklet 3





Typography

Heading



Paragraph



Typography

Heading

Learning from game design

48 pts

Heading

Learning from game design

___ 24 pts

Body text

the interactions between players that occurs during the play mode are two kinds interaction that are part of planned game play interation that happens in spite of game play, generally these are

informal exchanges and involves fun, shouting, laughter and so on.

____ 12 pts

the play mode are two kinds

- 1. Interaction that are part of planned
- 2. Interation that happens in spite of game play.
- 3. Interation that done by player by intention.

Call outs

List style

How game realy works?

____ 12 pts

____ 10 pts

Color palette

Primary colors



Alternative







Visual Elements

2 Dimensional



Navigation





3 Dimensional









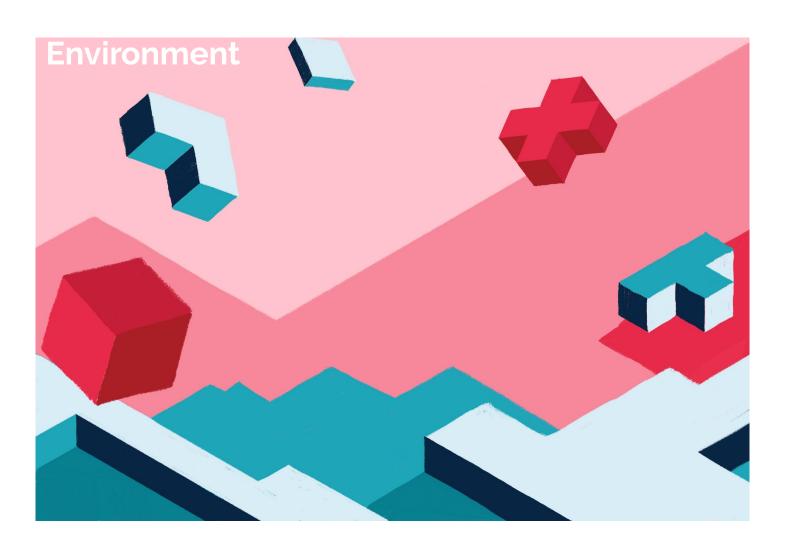


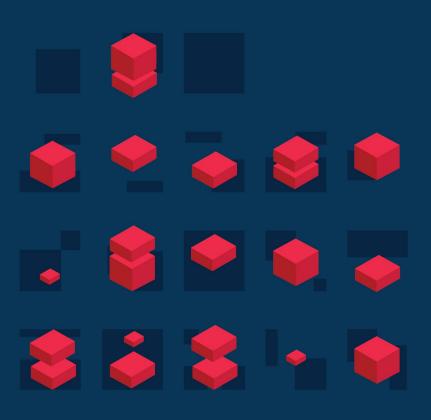












Pre-elective question Q.I.List three events/objects/activities that you consider FIIN7 0.2 List three events/objects/activities that you consider most ENGAGING? 0.5 List three events/objects/activities that gave you sense of RELIEF? 0.4 List three events/objects/act vities that gave you sense of ACHIEVEMENT? 0.5 List three games that you have played/ watched that you consider most INTERESTING? Distribution of the second contract of the se expenditurals Rould. The design count on lattice scheduled is to the our lewise that are relevant to the en laren al that age group Dicition depart with of it becoming the falled server.

Why design a zero cost game?

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- replay this earn; menote E. Children effortbessiv quost bute har owere components games the resp of intomise because analytime last on the bedievelensive to day. Unlevel is played in shall upon species with odd frontwere 1 has is net in a when your play as a competitive level.

still decide and the use

of the physical control by odds.

- Healten instrumential

or requirement of the process of

Learning from zero cost game design

At it is preleted a little the game had a clean and a carriers. Monopoly is an exception. It does not have a stopping rule. DIS CONSTOR ON CH Differing that paying counsy reported to the their de-

instructive patronce of kind harries particularly when the have some or queller or time. It were a strengenesses for preparation to prometting the games on belongia, as para et agrecia nes llie no isst un les or-C. Phylosica Born. I cared of Foreign Associations. Latieshies learn) in play testing, it halps in many aways. People pain charty afforer, error stack in the grand. male rules on the flic. This is a constructive lebelback; 2" it de buge the game and the rules. Si You act the root of capabilities in the gains for repeat play. Bill he marachane between players that each during the

play medicate of two kines. Thus requires that are participained game pay. 21 interactions that happen in soite of The garregian Cere allo inese are into indied for potential i work-for a viscouting buggle sedantin These arai nova en la creating general distraction and For en cover a successful electric et a colonia consiand a continued that all an entrance in this pills and

3. Accus shift to developing rules that excates into a good.

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1.1 Broader Goals

Fun and entertakrment These are common objectives. However, the games can also seems do many things makining, say

1. Broader goals of game design

* Teaching problem solving and thanking (Chess), 2. Importing and perfecting a specific skills prost field general percentalised terms for bell;

3, Taxon sensory motor proculted and Wood field games. table tonnis isquasturnost dichal games). 4] Improve reflexes (eligital dames, last dames like table.

£1 incurcate leadership and team play (most team games).

61 Ability to work with and against each other within the game (your lean insidther learn) and so on

1.2 Broader goals of game design elective Purposoful gemes

it is a separate acteodry within the carries. Additional potentive in outhing man to be impart no equation of Willb.

1. Broader goals of game design

1.1 Broader Goals Fun and entertakyment

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4] I we nive inflowers (eligital garmes, last garmes like bable tenns; \$1 incurcate leadership and team play (most team games). 81/40 by to book with and against each other within the

game (your learning other learn) and acon-1.2 Broader goals of game design elective

Purposeful gernes

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science geography, mathe and scion. They generally fall crote in category date to dutament

1.2 Every game has its own in-built objective These are defined by the garnestay Electrication reaching first (sinckes and ladeer). Check more the kine (Choos), becoming not fa/enopoly), history our proces on the boars (careir). Conquer poperanc's places on resources (etter territories) and so on

2. Understanding the working of games

2.1 What makes the game work? White drawn three impairment and resource

2.2 What motivates children to play?

2.3 How can you control this motivation through design? Or how design controls this

Let up experience those issues through an acaigmners.

4. What makes came a came?

Essential conditions for qualifying an activity as a game are,

; sile game work, which has its own rules and operators. smoothly bit in more rules.

- *by-r A's action should affect play-right is plans and percentact record his fate his believed tradepresent as independently their solices Annal effect actioner's fals. Besides reconstitution of a management a clause. Treach Laucha percuit dass Alam some of the other revenues attacks of the game. Tie uncertainty. Rocca are not games unless you can prictingles are influence your openionts, as informate. one reeing.
- 3. Sames sessain uncertainty about the outcome of the game, chan for sufficiently long general, so that grovers. Understanding the lose of developmend execute plan (or actions) and pare any earnise their devisions to diese and parcel or per entire are only mented by the reported Sections. The likely Heat in premare receives to designing corner. 4. France balmasor first science of treations
- coolign and over a looser a motivated to come back. the the game in semanways. 5. Vostigame have a clear winner, who wants to back in.
- the gory of his win and get that rive minutes of fame. rithrough condictorby of his performance, he gets the Ette of 'espor: Turof Chango' no is earn heppier.
- bill incures repeat play by retaining interest of all His newspaper

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Farmer was brother and content analysis related Corp confilience plays Commenced from a growth for Albertagene to his open parted and to the partition of a

DEMIL F. Lamon , accord

What does playing a 'game' mean?

Every game requires players to, hins of a cornatives as moves action

- 2. viscolar possible coverage cinces or time action: 3. Payer or well as his organien, try to guess such other appears of the fact single of en Bareles upper unt ex
- 4. Energliffle mad softeres. D. Peccular hara

In many cases, the time available to go through these steps-It a freetien one sees ad [Bowling, Toble terms in unifinal between the wicket in cheket, penaity kick in boths if

Different games has these factors in a different ceares and this, decides the complexity of the pames.

When player's experience has also, from their the paragraphs and balle for area increased at all sales codenors the occupant and Napieral Confession of the Lear back at the partier assignment of recesioning Shakes

6. Terminology used in game design

It is a to mellow him expelling has been regliebased the players and let seen the pion band in players; when players blow the internal fragament of experience in housing the state of a second stay again and If Last in explote we also become on use at 12. They are: 1. Game world/interpret which multiprocess from 2 Game most colon; and 3. Same dynamics. Word licek at cath of them.

A.1 Game world/Universe

On a the degerenters the pure world page news. makine handerd regenerali enterply so apia. he now will the the encenthelett responsively and arangement regional to his read world 50 hay nave no Lask for largest applications in Liv. we word.

In chess the sown company. It disponate. The knight exectwo and a har equated! Queen is more mode and powerful than the kine!

Rithes fellowing compensation

Infrastructura

There's end they for vertice with the many apply the pares. The consoller trique to be general. carefully on a quartity make participant upsable. This is when the carriers energy coverer.

In case of caronylitic the sport BSW pieces + Redigueen. Strikers Bex Rule took, Powder and laste. Livery game has specific infrestructure. Examples leness and phokes

hypurgeneralize the latice less different garnes, it includes Beard with green as a player's pieces, also, racket socially deskined table as in table terms and oliverdiand so on in dura names timelades gernina consoles speciel herowers I scope dedoce are set, and hespitaire in bedg the actions. Some cames also rely on standard her becalise ledels mode proces and provitors.

Find parametricity depends on an experience rifest solone Econosco nacionarelizad e per isty access? not to purfoces. Trans-surfaces and becomes from The black as cet for the place Les Ausselles Gellines. current source and are set is also all on the after that is contrally propored with connectorions that it will be two to builithe name team capabilities, inclungmonistate of behaviour of the natural component ages more uncompanie. as these natural components are susceptible to weather.

initiacts used in these tied games are continuously. representing the controlling may be decomplied as a made law. Туркы у может жана межения, то при поставили и sus solicie la led nature relevantions. This issue of issue Heaville pours' orlangerass ad assess releases Leginaria. Tomas defect are some of the coa no es.

Designing infrastructure

Hinking of new minastructure and artifacts is one of the useful starting points for creative exploretions, sert ouerly I the creator comes with a design or technology. becoming of Special error revolutified at facts and He sects will their own a big case as I proper lies

When kaoning areas delikheeme in a caside one esever lace at the tacking energy essibilities as realisment. artifacts and/or assign amount to and artifactor to the artifacts. Then, deploys like implications of those changes on the game place

The miking hydricinno are a language or all calledthe loss is cap and ask track fit concerns kind of a fifact? How will it change the campa av?

es + Redigueen. of Learn specials ne snakes

Villandeachi si arrest dellatema il ar caside ra rere conduct of the hybrid properties of the characteristic new amifacts and/or assign amounties are artiflance to the artifacts. Then, deploys the inglications of these shanges. on the same place

The miking had is innor an is to suppose on the sub-obthe Jose Aldas and Jose What if Legality to sikind of a fiffact? How will be change the carrier ay?

Willing players

Players margin with the artifacts, elevative rules (or abuse). and reminderences the residue. Some easing their given of shell reserve on a principal content of sections of the section of Single of accepted a leadle consideration of the same After helping. They was they we had more except that eceipt and other previous or allow the terians. interesting challenges to page designers.

Ye the new game while to give them the feeling of time wellsuch Austrig of the end? How do we casure that they enjoy the game? Why should they come back to play again?"

Legilic how should describe table advantage of the large find the magers willink error, he correct and however. strain pile the smaller may work that specimeness great may the critical results and delegate that its entered an involvement Bearing Law

ha dot elve an apportunity to any fem to do mines that he "Spiroce tipe with its graph would have bloom

And apply in some coops.

Willing spectators Aid no specialist at or increase annotation to observe and was Brenith some cases. they are cardy poor to the come for econore they are suggestions or who he governor have the si Hire

Can the specialize never industry theorie in the games How en we ensure this?

A.2 Game mechanics

Rules and procedured are designed to operate leader intrastructure generate the game play and make the game. world function as per the ight.

Analogy of his photonical as hepful megical estimator. where of the sein leaved neces is an opinion the local. and have the contract be allowed to the result for the Now war in whichever discrime has no wants to be still the froffic runs on windowed for a say, Even priving on the cell to not required. The sweets completely beyon, wine preturnal commotion and chaos.

What their schoolings the pattle? What create resemblance

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The health received by Name and Ferrit State for $\sigma^{2}\sigma$

Gazne mechanics structures the event

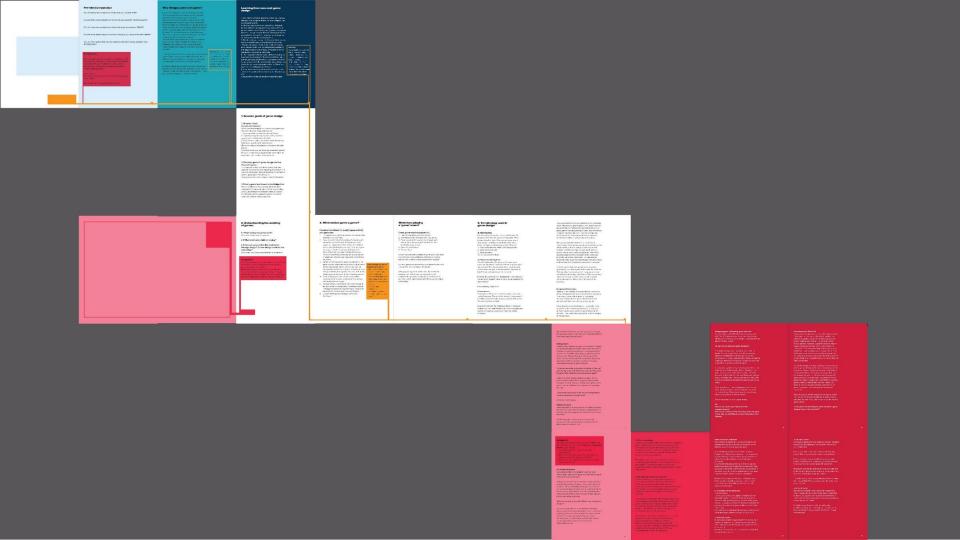
gartice staved are ever controll in soite of the someon

is expended ofer to show the differences.

So how no you influence game synamics?

Carnerbrornics, What is it?

C. Procedures of the game play



Digital games: Advantages Manufacturing and delivery

New versions can be easily introduced. Language can be changed easily.

Easy to customize, update, Easy to replicate (produce in numbers) and distribute Less physical resources are required and so ecofriendly.

Player's conveniences

Inherently attractive, as they display tech capabilities of the player. Children are proud to show their capabilities with the digital media. Easy to carry, truly portable and no separate storage space is required. In many cases, no dedicated hardware is required. Scoring can be automatic. Complex scoring is possible beyond what players could have used. Right and wrong is easy to determine. So, no quarrels between players. Game demo can be incorporated as learning support. Easy to learn.

Single player can play as while travelling, in hospital stay. Potential in new gameplay

Contextual knowledge delivery can be built into the system. Use of difficulty levels allow people in different age to participate. The life of the game is thus extended. Time given to player (exposure or move reaction time can be controlled) be stressed. Panning allows things to be partially available. So, memory

Possible to hide player's identity by using avatar or choosing a character. The system can generate special situations that affect a specific player or all players during the game to maintain uncertainty. Sound can be used as a part of game play or as additional input or for excitement.

A I potentials

The system can recognize the player, track his progress/development of intellect or skill, give suggestions and develop his profile over difficulty levels as well as across different games. The analytics can give useful clues to the kind of people who liked the game and might also reveal why? Such inputs are of great help to design future games. Artificial intelligence can be built in to challenge the player.

Hybrid games 1

Hybrids are class of games that try to combine the advantages of board games and digital games. There are in fact very few games that qualify to be called as hybrid digital games. It is better to treat hybrid games as a continuum than a category, based on the level of hybrid-ness.

It is important to learn how to exploit the middle part of the continuum and predictably move on the line.

Hybrid games 2 To qualify it to be called as hybrid, it must

Ensure that the players are co-located in the same space while playing the game The games combine physical and digital environments seamlessly as part of the game play and take turn as

defined by the game play They are not copies of conventional games put on the tablet and use computing power.

Other desirable features are

The players are encourages to interact with each other as a part of the game play. The interaction should be fun, but also teach how to work together as teams, how to follow rules and sometimes make rules and so on.

Use this interaction gainfully to

Learn from each other as a part of the game play. To learn from somebody who knows the game, in post game discussions, Through the prompts that could come from the

What is a good game? Good game dynamics works amongst equal

Good games are age specific Age appropriateness. Games, particularly during child's growth

phase are age specific. Most children do not want to play games that they have master/played few years back. However, when the game is based on intellect or skill and player can acquire (conquer) expertise, then it can be played across age groups, but at different level of play. In such cases, matching of

the opponent's capabilities and standard is critical. Good game play gives player control over his fate

Good game is where the players have control over his fate and opportunity to control your opponent's fate. This is ensured by giving each player more choices / options for every turn/move.

All players must have reasonably equal opportunities to win.

Ideally, the uncertainty about the outcome should last till the end

Good games maintain/stretch uncertainty of the outcome till

That is how tension should be created in the game. Goals are to Maintain uncertainty throughout

Fate of the player should keep fluctuating throughout.

Good game allows players to master the game The player gets recognized as expert and the process can be

through several formal stages (like in chess player A and grand master norms, belts in Karate) Alternately, it can be public recognition (He is a champ)

Mastering may involve learning skill, or polishing memory.

Good games are playful and fun Games are playful. Interestingly, the idea of playfulness

and fun are dependent on the game, context of playing and age group. Party games are a different kind of fun [entertainment], than say chess (tension)

Spectators also look for different kind of funs in different games.

Good games are engaging

Once the player enters the game world, a good game grips him so much that he refuses to come out. Such intense involvement is possible when the challenges the game states offer are difficult, but appear plausible.

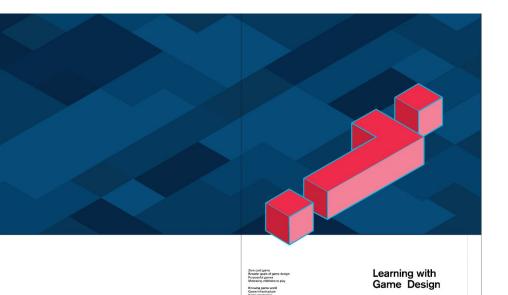
Matching player expertise

Player is a key component of the game world. particularly in game dynamics. Even in field games like tennis, football, all players go through the same process, face similar situations. However, the opportunities perceived differ, based on the player's expertise and skill. Expert player can see opportunities because of their

capabilities. (With his ability to retrieve a ball and return the shot, an expert can see more action options. However, a beginner may not consider them as an option at all) So, matching their abilities is important for the game

to sustain. [In boxing, it is based on the weight like flyweight, featherweight, bantamweight, lightweight, heavy weight etc. In some games the players are classified as level A, B or C. Chess has norms that define levels. In informal play, when player abilities do not match, juniors are given a handicap] One can never figure out who will play the game, nor is

the expertise controllable.



Prof. Uday Athavankar Prof. Prasad Bokil

Classifying games

There are several ways in which the games are classified.

For the purpose of this discussion, the games can be classified as physical or digital.

Physical games

Most of the conventional games fall into the first category. They include indoor versions like

Board games like Monopoly, Chess;

Playing card games

Games that demand special form of hardware like carom and so on.

They also include outdoor versions cricket, football, tennis and so on. They tend to have higher level of physical actions, skills and demand fitness.

Digital games

Digital games are often screen based on computing power, Often a player plays against a machine or sometimes against other players who are connected online, but are not necessarily co-located in the same space. They demand hardware like desktops, tablets and of late mobile phones. Some of them use specially design hardware to control the game moves.

Hybrid games

Hybrids are class of games that try to combine most of the key advantages of both types of games; the board games and digital games. This is not a known category, but is expected to develop into a popular category in future.





Digital games: Advantages

Manufacturing and delivery

New versions can be easily introduced. Language can be changed easily. Easy to customize, update.

Easy to replicate (produce in numbers) and distribute Less physical resources are required and so ecofriendly.

Player's conveniences

Inherently attractive, as they display tech capabilities of the player. Children are product of show their capabilities with the digital media. Easy to carry, truly portable and no separate storage space is required. In many cases, no dedicated hardware is required. Scoring can be automatic. Complex scoring is possible beyond what players could have used. Right and wrong is easy to determine. So, no quarres between players.

Game demo can be incorporated as learning support. Easy to learn. Single player can play as while travelling, in hospital stay.

Potential in new gameplay

Contextual knowledge delivery can be built into the system.

Use of difficulty levels allow people in different age to participate. The life of the game is thus extended.

Time given to player (exposure or move reaction time can be controlled) be stressed. Panning allows things to be partially available. So, memory can jogged.

Possible to hide player's identity by using avatar or choosing a character. The system can generate special situations that affect a specific player or all players during the game to maintain uncertainty. Sound can be used as a part of game play or as additional input or for excitement.

A I potentials

The system can recognize the player, track his progress/development of intellect or skill, give suggestions and develop his profile over difficulty levels as well as across different games. The analytics can give useful clues to the kind of people who liked the game and might also reveal why? Such inputs are of great help to design future games. Artificial intelligence can be built in to challenge the player.

Hybrid games 1

Hybrids are class of games that try to combine the advantages of board games and digital games. There are in fact very few games that qualify to be called as hybrid digital games.

It is better to treat hybrid games as a continuum than a category, based on the level of hybrid-ness.

It is important to learn how to exploit the middle part of the continuum and predictably move on the line.

Hybrid games 2

To qualify it to be called as hybrid, it must

Ensure that the players are co-located in the same space while playing the game

The games combine physical and digital environments

The games combine physical and digital environments seamlessly as part of the game play and take turn as defined by the game play

They are not copies of conventional games put on the tablet and use computing power.

Other desirable features are

The players are encourages to interact with each other as a part of the game play. The interaction should be fun, but also teach how to work together as teams, how to follow rules and sometimes make rules and so on.

Use this interaction gainfully to

Learn from each other as a part of the game play, To learn from somebody who knows the game, in post game discussions,

Through the prompts that could come from the

What is a good game?

Good game dynamics works amongst equal

Good games are age specific

Age appropriateness. Games, particularly during child's growth phase are age specific. Most children do not want to play games that they have master/played few years back.

However, when the game is based on intellect or skill and player can acquire (conquer) expertise, then it can be played across age groups, but at different level of play. In such cases, matching of the opponent's capabilities and standard is critical.

Good game play gives player control over his fate

Good game is where the players have control over his fate and opportunity to control your opponent's fate. This is ensured by giving each player more choices / options for every turn/move.

All players must have reasonably equal opportunities to win.

Ideally, the uncertainty about the outcome should last till the end game.

Good games maintain/stretch uncertainty of the outcome till the end.

That is how tension should be created in the game. Goals are to

Maintain uncertainty throughout

Fate of the player should keep fluctuating throughout.

Good game allows players to master the game

The player gets recognized as expert and the process can be through several formal stages (like in chess player A and grand master norms, belts in Karate) Alternately, it can be public recognition (He is a champ)

Mastering may involve learning skill, or polishing memory.

Good games are playful and fun

Games are playful. Interestingly, the idea of playfulness and fun are dependent on the game, context of playing and age group. Party games are a different kind of fun [entertainment], than say chess (tension)
Spectators also look for different kind of funs in different games.

Good games are engaging

Once the player enters the game world, a good game grips him so much that he refuses to come out. Such intense involvement is possible when the challenges the game states offer are difficult, but appear plausible.

Matching player expertise

Player is a key component of the game world, particularly in game dynamics. Even in field games like tennis, foroball, all players go through the same process, face similar situations. However, the opportunities perceived differ, based on the player's expertise and skill.

Expert player can see opportunities because of their capabilities. (With his ability to retrieve a ball and return the shot, an expert can see more action options. However, a beginner may not consider them as an option at all)

So, matching their abilities is important for the game

So, matching their abilities is important for the game to sustain. In Boxing, it is based on the weight like flyweight, featherweight, bantamweight, lightweight, heavy weight etc. In some games the players are classified as level A, B or C. Chess has norms that define levels. In informal play, when player abilities do not match, juniors are given a handicap!

One can never figure out who will play the game, nor is the expertise controllable.

Designing infrastructure

Thinking of new infrastructure and artifacts is one of the useful starting points for creative explorations, particularly if the creator comes with a design or technology background, Speculate on new modified artifacts and elements with their own attributes and properties.

When designing a new digital game, it is possible to take advantage of the technology possibilities to create new artifacts and/or assign properties and attributes to the artifacts. Then, explore the implications of these changes on the game play.

The thinking that is important is to speculate with out-of-the-box ideas and ask 'what if I deploy this kind of artifact? How will it change the gameplay?'

Willing players

Players interact with the artifacts, use the rules (or abuse) and gainfully engage themselves. Many spend their quality time practicing and participating with the game artifacts. None of this is possible, unless playing a game is a source of joy to them. They are the key to the success of the game. Two, four, and sometimes many willing playersplay against each other, or against a machine. This raises interesting challenges to same designers.

"Is the new game able to give them the feeling of 'time well spent feeling' at the end? How do we ensure that they enjoy the game? Why should they come back to play again?"

Lastly, how should designer take advantage of the fact that the players willfully enter the game world, however strangely the world may work. Players never questions the quixotic nature of behaviour of its element nor challenge the rules.

'is not this an opportunity to ask him to do things that he would not have done in

What is a good game? Optional points



Good games allow purposeful interaction between players There are two kinds of interactions.

Purposeful interactions, that are part of game mechanics. These interactions are part of the planned game mechanics and take the game forward. You may have to borrow something from the opponent, give him something, send a coded message to others and so on

Social interaction between players. This is one reason children and even grown ups come to play games like Cards (bridge). Carons

Primary purpose of the traditional games was to bring players together in a game world. This has been a critical point against digital games. They have a tendency to isolate players by locking him into a digital game world playing with often an imagery enemy.

Playing games together in same space allows social interaction. Hybrid games can potentially bring this ambiance back to digital games. This also offers a good learning opportunity for children. Besides, they also learn to be part of the team and understand social interaction.

Good games allow competitions to be held

Completions are difficult (if not impossible) to organize when the game is completely based on luck. Competitions in snakes and ladders do not make sense. Such competitions tend to be organized with money at stake. (like Flush in card games)

Unless the game is spectator oriented, competitions are difficult to sustain, with the enclosure in specially made glass cage, squash became popular, While kabbadi became popular with higher stakes. "Typically, the games have to be fast paced and of shorter duration to become spectator worthy. The games can be long if they are typical vacation games which do not have spectators."

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Good games should also be easier to learn

Look at Zenga. You learn the rules in seconds!
Though it is not always possible to design games that are
easier to learn, it is a desirable feature greater learning
time can be discouraging in specific contexts. Learning
demands motivation before they have experienced the

If you generalize the list across different games, it includes, Board with graphics, player's pieces, dice, racket, specially designed table as in table tennis and billiard and so on. In digital games it includes gaming consoles, special hardware if fangible interfaces are used. and the software that backs the actions. Some games also reyo on standard hardware like tablets, mobile phones and monoitors.

Field games are highly dependent on the quality of infrastructure. Some games use natural or partially curated natural surfaces. Tennis is played on clay courts, lawn fleatified on surfacies afface like surstroutly. Golf has curated course and cricket is played on the pitch that is specially prepared with expectations that it will behave to suit the home team capabilities. The unpredictable behaviour of the natural component adds more uncertainty, as these natural components are susceptible to weather.

Artifacts used in these field games are continuously upgraded by incorporating new technologies and materials. Typically when the stakes are high, the games are more susceptible to technology interventions. This has positively influenced the players' performance as well as assist referees judgments. Tennis, cricket are some of the examples.

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