

Design Research Seminar

What has always been more fun? (Indoor games)

Submitted by:

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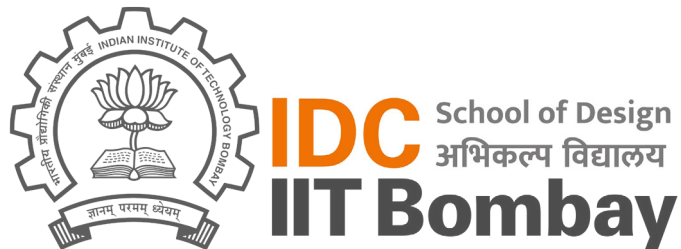
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Mobility and Vehicle Design

IDC school of Design, IIT Bombay

Guided by:

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Declaration |

I hereby declare that this project is done mainly with my ideas in my own words. And all the collected data that helped me in processing further has been cited accordingly. I assure that there is no misinterpretation, misuse or any kind of falsified data or resource in the project and the document. I understand that in case of violation of above could cause the disciplinary actions from the institution or the sources from which proper permission has not been taken or improperly cited.

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Master of Design

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Date : 12/07/2019

Approval sheet |

This Mobility & Vehicle Design research report entitled “What has always been more fun”, by Roshan Kumar Sahu is approved in partial fulfillment of the requirement for Master of Design degree in Mobility and Vehicle Design.

Project guide : Prof. Sugandh Malhotra



Date : 12/7/2019

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Abstract |

There are several games from the age old ancient times that are still being played through generations. There is a commonality in people's mindset in choosing these games and commending for playing in several occasions among the groups of different ages. The study shows the interested and popularly played games by grand elders(Gen-1), middle ages or the youth(Gen-2) and the children(Gen-3)and estimates the cause of the fun these games provide to the players to target their interests. This shows a direction to conclude the manner of simplified ancient games that are being played and the direction of the games that are neglected is identified.

Objective |

This research will include a quest to find out the best games that has sustained for long through surveys, interviews, web digging, books, etc. The interested students will be guided to deduce the key influencing forces that defined and differentiated these everlasting games.

Methodology |

The research started by web digging of all Indoor games which are played now and were played by old generations. After sorting all the games, they were analysed thoroughly and common factors which all game consists were identified. After having a complete information about Indoor games, user study was conducted among all three generations of people divided by age group Generation-1 (50 years +), Genration-2 (18-49 years) and generation-3 (4-17 years). Survey was conducted to record their experience and identify factors influencing their existence till today. After analysing almost all the factors which were extracted from user study, a qualitative analysis was conducted among factors to identify what is fun factors in those games. Ultimately factors were filtered to support the statement that 'what has always been more fun in Indoor games' which have sustained in all generation.

1. Games-Introduction |

There are several recreational and entertainment methods to follow. Among which playing Games serves the best mode of fun. There are several physical activities that engage a person into chasing a goal or to win something or to pass the time. A game involves more than one person and a sport pertains to only an individual's skills and performance. A physical activity, Sport is carried out under an agreed set of rules. Sport is related to recreational purpose, either for self- enjoyment or competition or for both where material capabilities of the sportsperson are looked upon. Game is also for recreational activities and it involves one or more players. Played on the basis of a set of rules, a game is defined as a goal that the players try to achieve. As like sport, game is also played for enjoyment.

When a person involved in the game, the group of players or teammates look as surroundings and act as a script in a virtual world of game environment. The game demands one to convince by its rules fully abided, and play friendly in most occasions even in growth or elimination.

Out of the same concept came the traditional games which have survived so long through centuries and decades without much of the change. The traditional games are the ones that focused on educational, skill development under various aspects like motor skills and eye coordination, spontaneity, strategic thinking ability, creativity, curiosity and strive for winning among the group in case of game of chance, for luck.

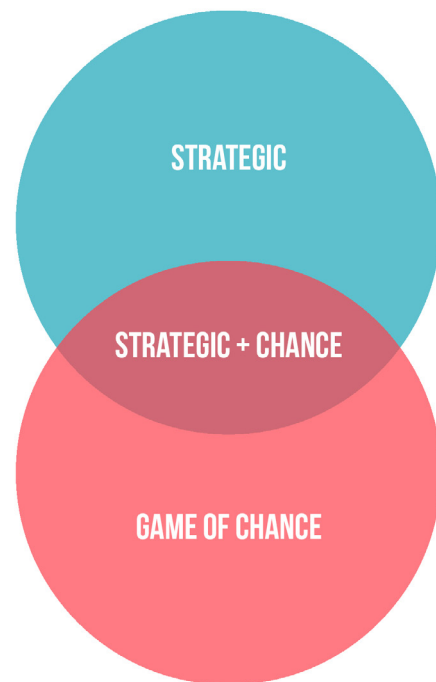
There is hence the knowledge transfer about various skills and games being played to make or maintain one active through time. Games are generally played in a friendly environment in various contexts like leisure, like Musical chairs, Tambola, etc. in occasional events like public gatherings or functions. This helps people participate in the social events and builds one's presence of mind. Although few games demand heavy equipment to play with numerous entities like Monopoly and legos, but still there are other games that would not involve literally any necessities like Antyakshari, dumb shall arts and imitation games etc. There are various ways these games have adjusted into human activities curriculum. In demands of force or for understanding some complex things like economic management in depth, a child could play a game of business or monopoly and estimate and feel the profits and losses. In games thus develop the activities and presence of mind thus refreshing the memories of the experience with everyone would retain longer in most of the certain occasions.

We then have to see how have different games survived the timeline changes and how are they played.

Classification of Games |

This is a primary research which involves literature study and internet study for obtaining basic understanding about the games and their various ways of classifying them. They can be classified into 2 main categories which decide the environment of play that is indoor games and outdoor games. There is another category out of many like Board games.

Broadly games are grouped of 3 categories. They are categorized by the source of uncertainty which confronts the players.



1. **Strategic**
2. **Game of chance**
3. **Combination**
(Strategy + Chance)

Fun is very vague to describe in case of playing games. It is the ultimate result, which determines whether the game is interesting or not. So what makes the games fun to play? Through this question, we can understand that it has different patterns are mixture of several fun causing ingredients in the game that cultivate fun finally.

The games like Chess, 9 Men's Morris largely considered as strategic games. As they demand high mental thought about the moves and plans to be followed by estimating and building up the game changing suspense traps to the opponents. Thus, the Fun in case of Chess to fight for "check-mate" is intense which directly relies on the strategy the players use. So, the strategic games fun element gets its interesting from strategic planning. Like ways the Snakes and Ladders, game of cards, are depending on the suspense factor. The predictability of the future cause or trials is very narrow. Thus Suspense is the feeder to the fun factor in Game of chance segment.

Also there are games like Ludo, Pitto, Monopoly, Carroms, gilli danda etc, that have the combination of the strategies and luck or largely suspense. They have varied pattern of inclusion of goals that would change depending on the current ongoing scoring like in Ludo, Gilli-Danda or like the strategy of the opponent player changing the chances of winning of the other player like in Pitto, Business/ Monopoly.

So largely if these games are further understood to be having key elements in common, we can figure out the interesting factors changing in these three types of categories influencing the fun factor

Entities of game of Chance are:

Goal or aim for spotting the target
Time or restricted paths and rules to adjust upon,
Focusing the direction of path,
Luck dependency and the choices on turns
Win heavy or loose with deficit
Probability and expectations game

Entities under Strategic games are:

Goal and Aim to win over opponent using strategies mainly
Dependent and independent strategies
Awareness of moves
Strategies to play safe and target the goal according to the time
Short term goals or current goals and overall worth of winning.

Combination Game entities are:

Usually played on current scoring and developing direction step
by step
Luck raises chances of winning but still can be influenced by peer
players

Moves are a combination or dependency with opponent player's strategies. Win and lose rate would be unpredictable until the end but has a chance of not losing hard. So, Largely, The determining factors are taken as; Aim /Target and directional element. Strategies and plan of play to stand oneself through the game. Amount of controllability through the focus or awareness of the gameplay and its direction- Mental presence. Suspense as a common factor as twists and turns in the game to equate the chances of winning and losing through the game to keep the players tight on seat.

On the whole if Suspense, Aim, focus, and Strategy are chosen to decide the value or gradient of these elements in various games to which people get attracted to play and recommend others too. For estimation and being considering the fact that opinions vary in case of fun value and factor in person to person. The fun is kept constant among which these entities contribution shows the difference.

2. Indoor games |

Games played with limited environment and within a room are indoor games. The games have minimum interaction with the surroundings, and they mostly are story based. Race games like Ludo, Snakes and Ladders, War games like Chess, checkers, Hunt games like tiger and lambs, most of the guessing games, Games in groups sitting and participating like dumbshalls, arts, mimic activities, etc, would fall under this type.

As the examples suggest they have stories like Chess, where entire kingdom's fighting force and control of a master mind, the player himself moves the pawns and pods.

Ludoo

Snakes and ladders

Carrom

Chess

Gutte

Chinese checkers

Card games

Chor police

Hide and seek

Tic tack toe

Business/Monopoly

Chaupar

Pallanguli

Ashtpada

Aadu Puli Aatam

**Aao Milo Shilo Shaa-
lo**

Akkad Bakkad

ChidiyaUdd

Cowrie Shells

Raja, Mantri, Chor, Sipahi



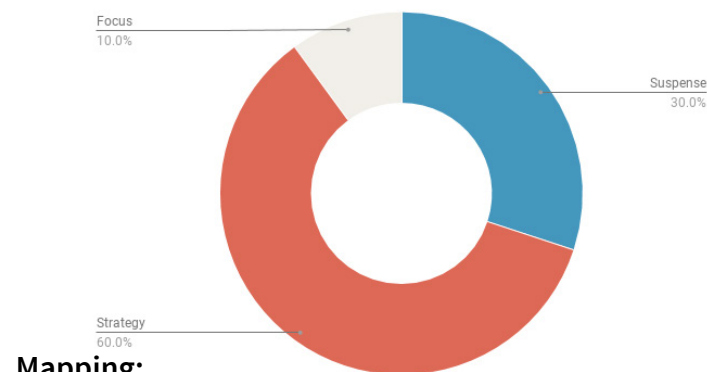
Chess is a two-player strategy board game played on a chessboard, a checkered gameboard with 64 squares arranged in an 8×8 grid. The game is played by millions of people worldwide. Chess is believed to be derived from the Indian game chaturanga some time before the 7th century.

Requirement:

Chess board.

Pegs of white and black identical for game.

Timer.



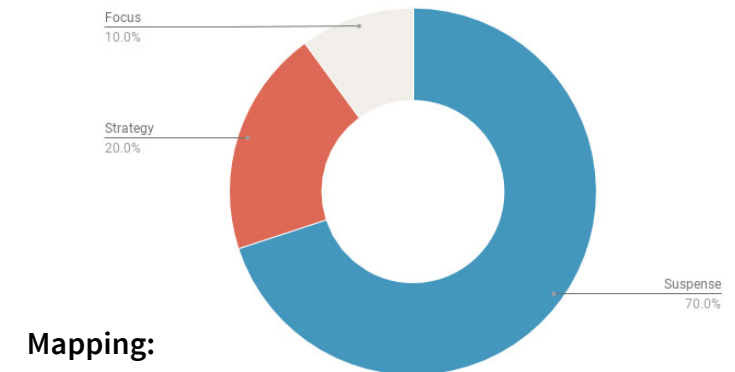
Ludo is a highly simplistic version of Pachisi, a game that originated in the 6th century in India. This game is played by younger children all over the country. In this board game 2 to 4, players race their tokens from start to finish according to the dice rolls. Various variations are seen in the way people play Ludo.

Requirement:

Ludo board.

Four pegs/ colour to locate.

A pair of dice.



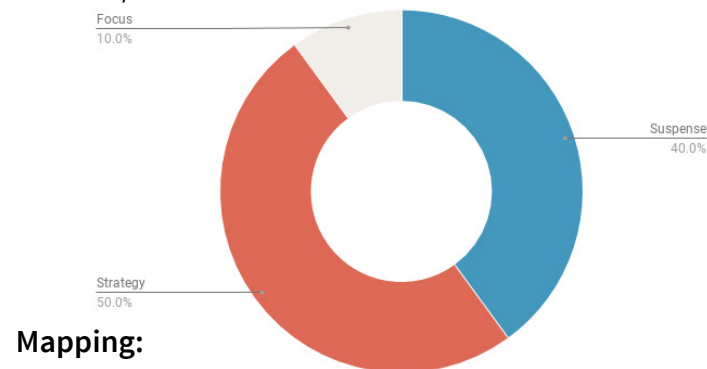


Pallankuzhi is a traditional two player board game played by people of all ages. In Tamil, Pal means ‘many’ and ku-zhi means ‘pit,’ a fitting description to this game which requires a board with many pits. In absence of a board to play, rural women make pits in the mud to play. The pits contain shells, seeds, small pebbles, or semi precious stones used as coins.

Requirement:

A rectangular board that has two rows and 7 pits on each side.

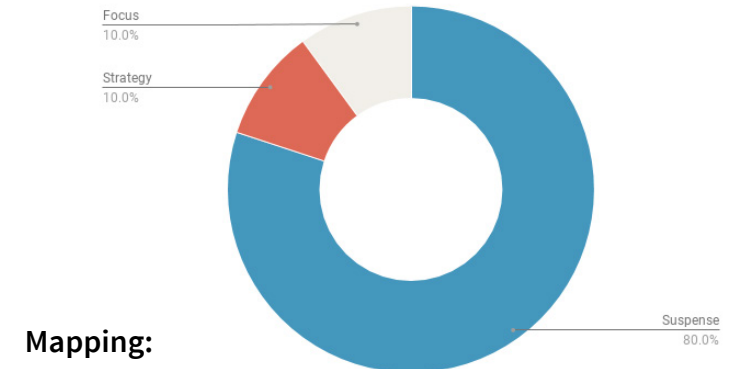
Pebbles/coins.



Snakes and Ladders is played between two or more players on a gameboard having numbered, gridded squares. A number of “ladders” and “snakes” are pictured on the board, each connecting two specific board squares. The object of the game is to navigate one’s game piece, according to die rolls, from the start (bottom square) to the finish (top square), helped or hindered by ladders and snakes, respectively.

Requirement:

Snakes and ladder board, pegs to locate and a pair of dice.





Carrom is a 2-4 people game played on a smooth wooden board with 4 pockets. It is very popular in all parts of India and multiple variations of the game are played to suit the age of the players and the time available. Carrom is now played widely across the globe. Various tournaments are played all year around.

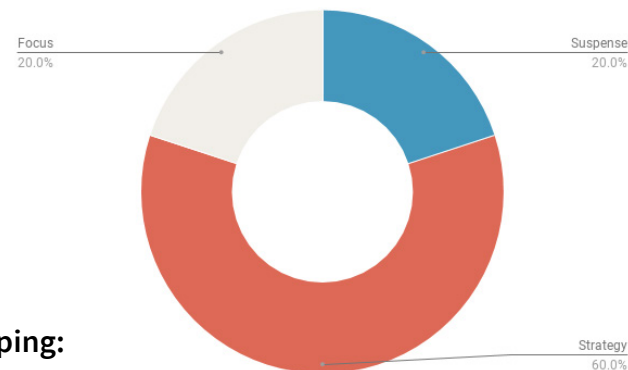
Requirement:

Carrom board.

Coins differentiate.

Powder to soften surface.

Mapping:



Monopoly/Business is a game developed to understand the management of finance and resource (Economics) of a town and to have awareness about their connectivity with the society. It is guide game with numerous rules.

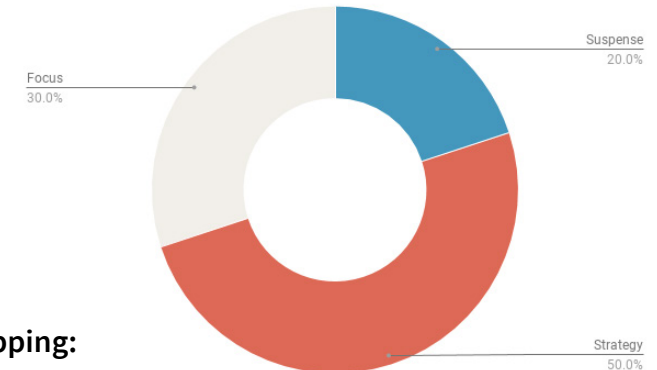
Requirement:

Monopoly/business board.

Cards and pegs for each entity, rule cards.

Money duplicated to exchange.

Mapping:



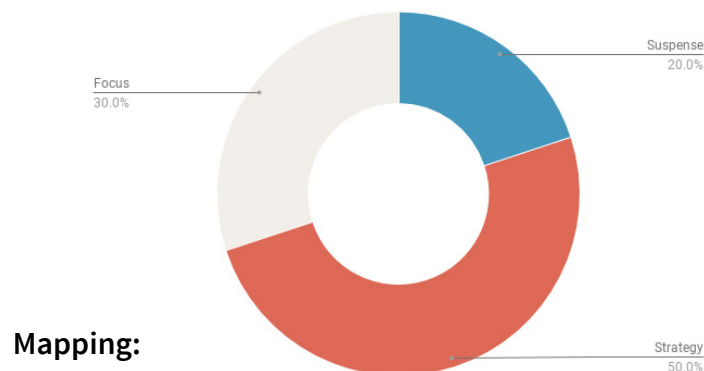


The objective of the Chinese checkers is to get all of your marbles to the opposite point of the star. The first player to do this wins. When a player takes a turn, they may move one marble. The marble can be moved to an adjacent open space or may jump over other marbles that are right next to the marble.

Requirement:

Chinese checkers board.

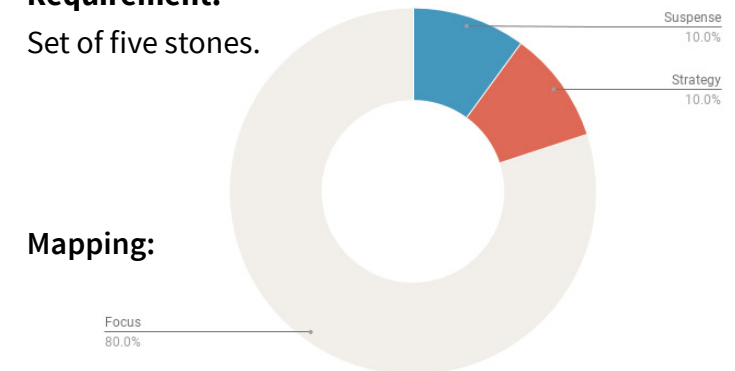
Set of marbles



In gutte, you need to play set of eight steps to complete the game. The player who completes these eight steps in minimal tries is the winner. First a player starts the game and if he/she misses any step then the second player takes the turn, the second player plays the game until he/she miss any step. Once all the players in set completes playing, the second round starts, the stones goes to the first player, he starts the game from the step he missed while playing the first round and the game continues. The player who completes all the eight rounds first is the winner.

Requirement:

Set of five stones.



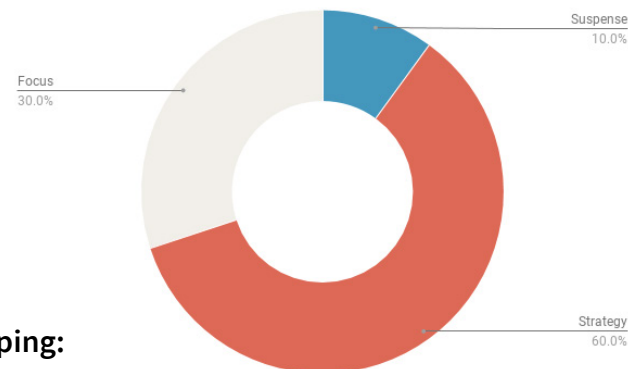


Each player has a hand of cards and a move consists of exchanging a card or cards. The exchange may be with another player or with a stock of face-up or face-down cards on the table. The objective is generally to collect certain cards or combinations of cards.

Requirement:

Deck of cards.

Mapping:



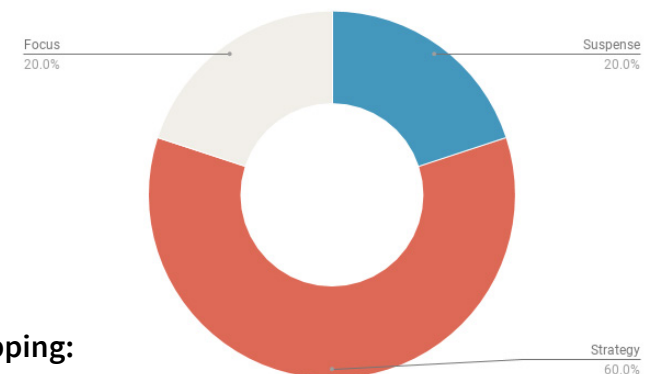
Paper games, tick-tac tow and box games ans book crick-et are the common game played by Children in school in leisure time. Quick result games mostly concluded in few steps.

Requirement:

A sheet of paper.

Pens.

Mapping:

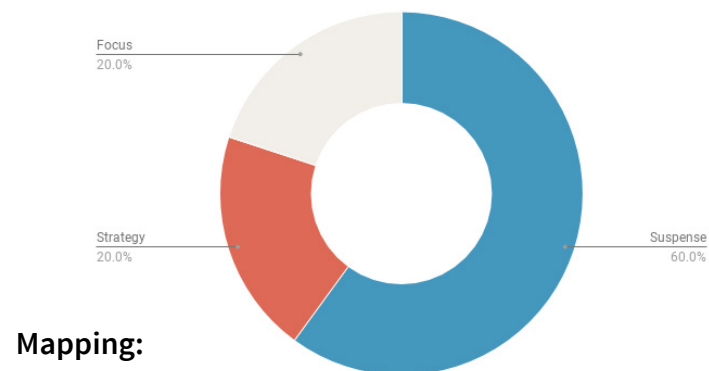




In this game players inside house premise. They have to be found one by one by the seeker. The denner has to close his/her eyes and count, after s/he tries to find others players.

Requirement:

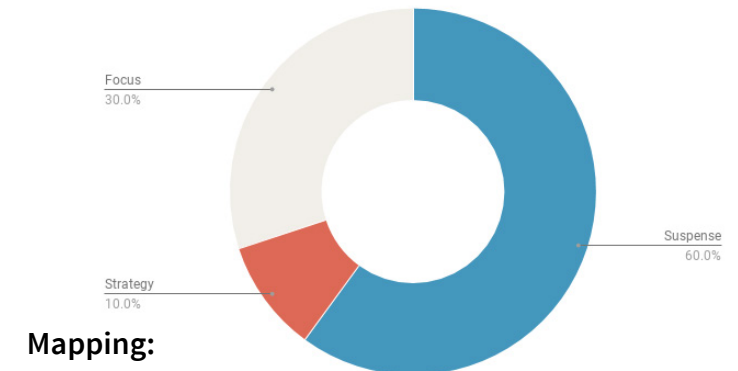
Location to hide.

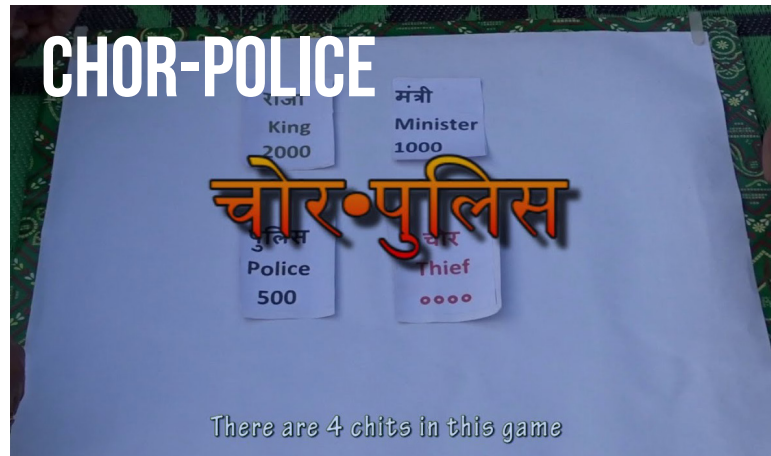


Chidiya Udd is a quick indoor game played between two or more children of varied age group. The words 'chidiya udd' translates to 'fly away bird.' The game is a childhood favorite and can be played by a huge group.

Requirement:

2 or more people to play.

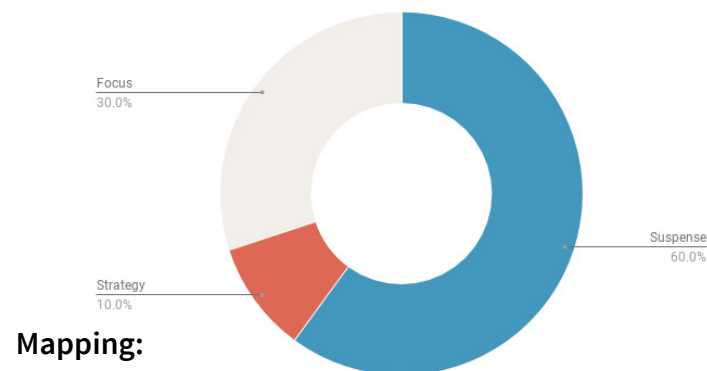




Guess game, it is a game where police has to guess the chor from group of people and clue is given to identify the chor. Mostly played by four players and points are awarded according to rules.

Requirement:

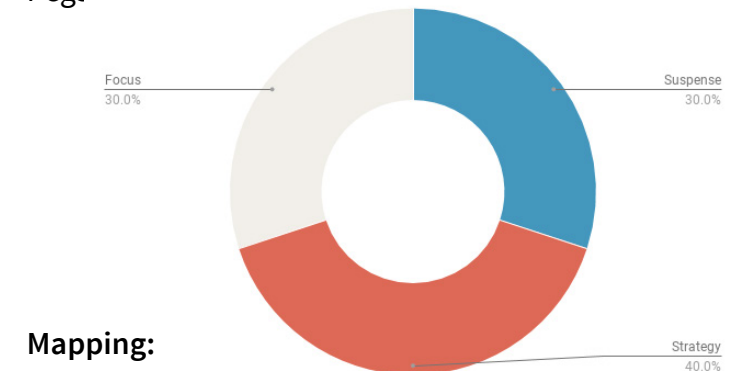
Paper.
Pen.



Chaupar is a cross and circle board game very similar to pachisi, played in India. It is believed that both games were created around the 4th century. The board is made of wool or cloth, with wooden pawns and six cowry shells to be used to determine each player's move, although others distinguish chaupur from pachisi by the use of three four-sided long dice.

Requirement:

Chaupar board made by cloth.
Chowri shells
Pegs





Ashtapada or Ashtapadi is an Indian board game which predates chess and was mentioned on the list of games that Gautama Buddha would not play. Chaturanga, which could be played on the same board, appeared sometime around the 6th century in India. It could be played by two to four participants.

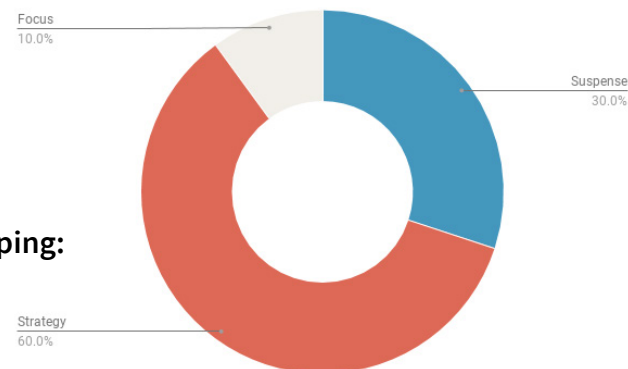
Requirement:

Board.

Specially designed pegs.

Dice.

Mapping:

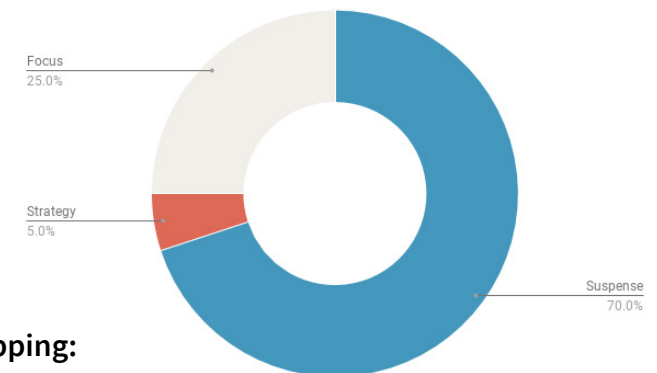


Akkad Bakkad is a very popular game played at most Indian homes. This game does not need any other equipment other than human resource and a place to sit in a circle. The game is played between two or more players of varied age group.

Requirement:

Group of individual players

Mapping:



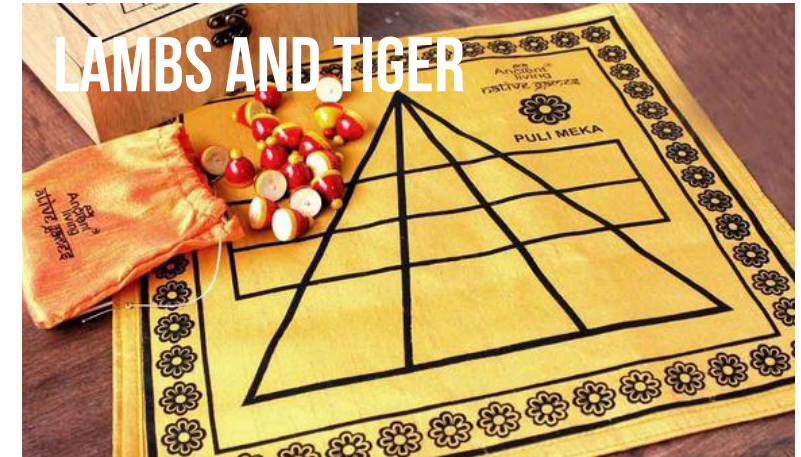
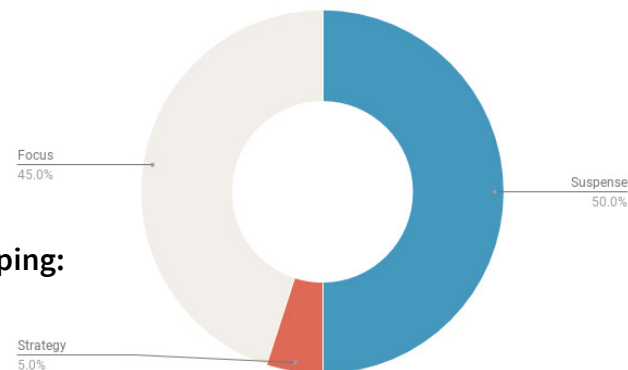


Aao Milo Shilo Shaalo is one of the most favorite clapping games played amongst young girls during their free time. Children are seen playing it almost everywhere at all times. The game is a recital and is played between two (at times three) players facing each other and singing and clapping in a rhythmic pattern. The words and the clapping sequence vary from place to place. In this game, all participants are equally active at all times.

Requirement:

Group of individual players.

Mapping:



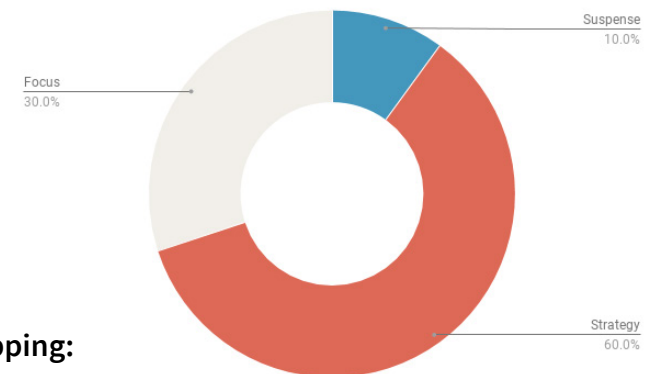
Lambs and Tigers is a strategic, two-player (or 2 teams) leopard hunt game that is played in south India. The game is asymmetric in that one player controls three tigers and the other player controls up to 15 lambs/goats. The tigers 'hunt' the goats while the goats attempt to block the tigers' movements.

Requirement:

Board.

Four pegs/ colour to locate.

Mapping:



3. Game narrative |

The popularity of the game depends on how many times the players play the game attracted to it of the addictive ability of the game through various diversities exposed the game out to the world. The players who feel like to okay until they are satisfied, which are really compromising in the repetitive turns. The games have been followed through generations like the grandparents still play the game shows the success of the game. For understanding this experience aspect directly, the narratives were taken from the very playing games and they convey about the games interesting features.

There are games mentioned in the narratives, which show the evidence of the popular games which played very often and repeatedly. Like the games as mentioned namely listed. The details are duly taken from the narratives and the survey floated about the semi-structured questionnaire.

Name:

Age:

Location:

Which games did you play in your childhood?

Which one do you like to play the most? Why?

What are your other experiences?

15 users were selected from each group and their stories were recorded. Insights were generated to identify the common factors. Insights helped to analyse the data qualitative.

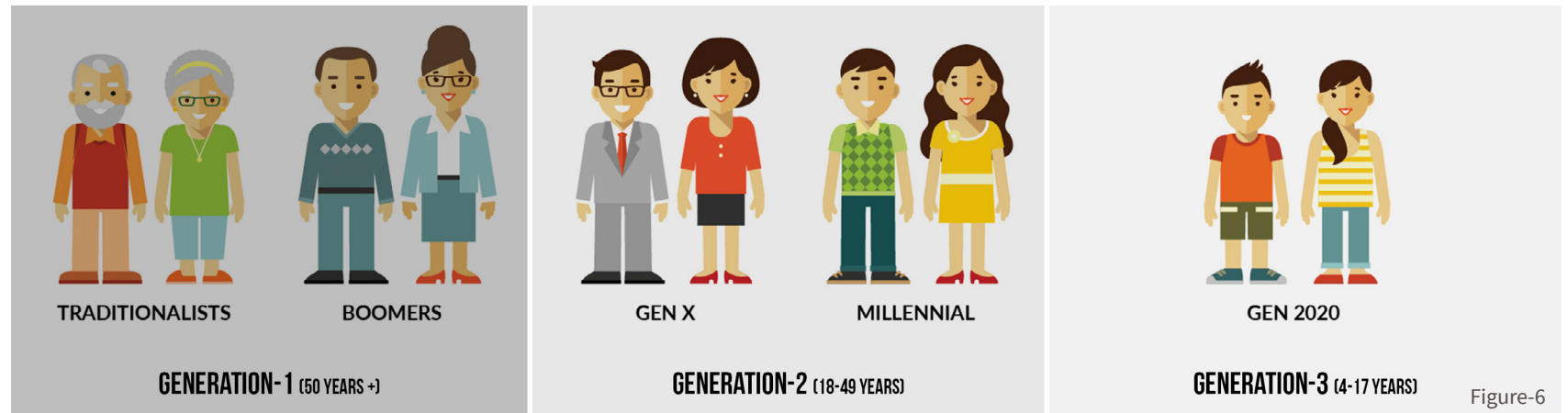


Figure-6

- Seasonal games were famous.
- Strategy based games were not enjoyable in those days.
- Mostly with Friends (Team games were more enjoyable)
- Also games that needed zero investment were preferred.
- Team games were more fun.
- Resources were less in those days but still outdoor activities were at peak which is completely inverse now
- Friends from school and locality are always the preference to play.
- Any sort of sports Equipment involved is basically avoided in rural.
- We had culture to play with siblings during vacation.
- Less investment games were preferred.
- Idea of games were to have fun and consume energy.
- Board games were not so famous but ludo was oldest.
- Indoor games were good to play with friends and cousins.
- Mostly played to have more fun and spend leisure time.
- It also used to help in memorising stuff.
- Mostly with Friends (Team games were more enjoyable).
- It depends on family, if parents are taking interest we play.
- They also ask favourite games of their parents and play with them.
- Trendy games they like and they get the idea from TV and peer.
- Sometimes grandparents also teach famous games.
- Parents introduce home games to them during vacation.
- Like to play with friends and siblings.
- Most game help them to increase their brain activity and learn more.
- Current trend is another reason to learn new games.

3.1 Generation-1 |

Shellar

52 yrs

Chiplun

Mumbai

Carrom

Card games

Ludo

Snakes and ladder

Chor police

Gutte

Ashtpada

Cowrie Shells

Konkan region is mostly seashore therefore in summers swimming will become the most

Resources were less in those days but still outdoor activities were at peak which is completely inverse now

Friends from school and locality are always the preference to play

3.1 Generation-1 |

M Mohankumar
58 yrs
Kerala
Powai, Mumbai

Chess
Card games
Pallanguli
Ludo
Leaf game
Cowrie Shells

Season Wise Near Onam
Strategy based games were not enjoyable in those days
Morning and Evening were the time Slots to play
Mostly with Friends (Team games were more enjoyable)
Also games that needed zero investment were preferred
More people more fun
Team games were more fun

Srikant
60 yrs
Mumbai
Bhandup, Mumbai

Carrom
Chidya udd
tic tac toe
Card games
Hide and seek
Chess
Aadu Puli Aatam

As children's we were restless and always have played more outdoor games, Indoor were just not my taste
No Financial Angle (Infrastructure Available)
Festival Wise Games
Family Restrictions (Due to age gap one gets more dominating)
No rules and regulation was always been fun to me.

3.1 Generation-1 |

Mawade
60 yrs
Nanded
Mumbai

Carrom
Card games
Ludo
Snakes and ladder
Chor police
Gutte
Cowrie Shells

Any sort of sports Equipment involved is basically avoided in rural areas
When Cashew Farms Yielded that point of time they would buy volleyball and net
Fun activities such as picking up mangoes and roaming around in forest

Sawant
65 yrs
Ratnagiri
Powai, Mumbai

Carrom
Card games
Ludo
Snakes and ladder
Chor police
Gutte
Ashtpada
Cowrie Shells

Konkan region is mostly seashore therefore in summers swimming will become the most
Resources were less in those days but still outdoor activities were at peak which is completely inverse now
Friends from school and locality are always the preference to play

3.2 Generation-2 |

Vinayak

37 yrs

Dombavali

Mumbai

Chess

Card games

Raja, Mantri, Chor, Sipahi

Ludo

Hide and seek

Chess

Chaupar

Indoor games were only played during vacation.

Mostly played to have more fun and spend leisure time,

Idea of games were to have fun and consume energy.

Board games were not so famous but ludo was oldest.

Indoor games were good to play with friends and cousins.

3.2 Generation-2 |

Mahesh
39 yrs
Chennai
Powai, Mumbai

Carrom
Card games
Ludo
Snakes and ladder
Chor police
Antaakshari
Chess
Chaupar

Strategy based games were not enjoyable in those days
Indoor games were only liked during vacation.
Morning and Evening were the time Slots to play
Mostly with Friends (Team games were more enjoyable)
Also games that needed zero investment were preferred as money was limited.
More people more fun basic concept.
Team games were more fun.

Prashant
36 yrs
Mumbai (Born and brought up)
Bhandup, Mumbai

Raja, Mantri, Chor, Sipahi
Antaakshari
Ludo
Snakes and ladder
Chor police
Gutte
Card games

lack of space forced to play indoor games.
Less investment games were preferred.
Idea of games were to have fun and consume energy.
Board games were not so famous but ludo was oldest.
Indoor games were good to play with friends and cousins.

3.2 Generation-2 |

Sanjay
39 yrs
Aligarh
Mumbai

Carrom
Card games
Ludo
Snakes and ladder
Chor police
Antaakshari
Hide and seek
Chess

mostly interested in outdoor games but indoor games were more of family game.
Indoor games were played to involve more players and has fun.
It was more leisure time games for us.
I used to like the games which were easy to understand and fun to play

Nilesh
45 yrs
Ujjain
Powai, Mumbai

Langadi
Son Saakli
Hide and seek
Raja, Mantri, Chor, Sipahi
Antaakshari
Chess
Chaupar

we had culture to play with siblings during vacation.
Indoor games were only played during vacation.
Mostly played to have more fun and spend leisure time, It also used to help in memorising stuff.
Older games are more fun, we have to invest less on game.
Buying ludo was expensive for me.

3.3 Generation-3 |

Preet

10 yrs

Raigarh

Powai, Mumbai

Business/Monopoly

Card games

Ludo

Snakes and ladder

Chor police

Raja, Mantri, Chor, Sipahi

Carrom

Parents introduce home games to them during vacation.
they like those games which are fun and easy to understand with their age.

Like to play with friends.

Mostly those games are played which are in trend.

3.3 Generation-3 |

Vivan
10 yrs
Delhi
Powai, Mumbai

Chess
Card games
tick tac toe
Ludo
Hide and seek
Business/Monopoly
Raja, Mantri, Chor, Sipahi
Snakes and ladder

I like both indoor and outdoor game.
depends on family, if parents are taking interest they pplay
both.
They also ask favourite games of their parents and play
them.
trendy games they like and they get the idea from TV and
peer.
Sometimes grandparents also teach if they live with them

Akhil
8 yrs
Dombivali, Mumbai
Powai, Mumbai

Carrom
Chidya udd
tic tac toe
Card games
Hide and seek
Chess
Langadi
Business/Monopoly
Raja, Mantri, Chor, Sipahi
Snakes and ladder

Mostly those games are played which are in trend.
Parents introduce home games to them during vaaction.
they like those games which are fun and easy to under-
stand with their age.
Like to play with friends.
Scholl they learn alot on outdoor games as well as indoor.

3.3 Generation-3 |

Shirsti

12 yrs

Surat

Powai, Mumbai

Hide and seek

Card games (Uno)

Ludo

Snakes and ladder

Chor police

Raja, Mantri, Chor, Sipahi

Aao Milo Shilo Shaalo

Akkad Bakkad

Carrom

Kicthen set

Indoor games are mostly played during vacation.

Indoor games are good to be with freinds and sped leasuire time.

depends on family, if parents are taking interest they pkay both.

Mostly those games are played which are in trend.

Avyaya

15 yrs

Raipur

Powai, Mumbai

Carrom

Card games

Ludo

Snakes and ladder

Chor police

Gutte

Raja, Mantri, Chor, Sipahi

Business/Monopoly

They also ask favourite games of their parents and play them.

trendy games they like and they get the idea from TV and peer.

depends on family, if parents are taking interest they pkay both.

4. User Survey |

The survey was done with all above mentioned generation. Insights were generated from the user survey. There are two ways the direction could converge to, one being in scenarios and starting through the games through observations. The other being the Quantitative approach gathering and analysing through the users opinion.

A. Qualitative method

- Observing the game closely.
- Recording the game briefly.
- Understanding through time lapse the parts of the game in the course time-line.
- Framing different twists and turns in the game that effect the game climax.
- Mapping the key factors influencing the experience, opinion of the players and the game result.

B) Quantitative method

- Open survey approach taking a wide poll.
- Getting to know the interests of wide audience.
- Target players experienced opinion to choose the interesting key factors of games.
- Quantitative approach to decipher the interesting factors influencing the popularity of the game.

Result

The survey was done with all above mentioned generation. Insights were generated from the user survey. There are two ways the direction could converge to, one being in scenarios and starting through the games through observations(Qualitative). The other being the Quantitative approach gathering and analysing though the users opinion.

A) Qualitative method

- Recording the frequency of games played by different generation..
- Understanding through time lapse the parts of the game in the course time-line.
- Mapping the key factors influencing the experience,opinion of the players and the game result.
- Mapping the characteristic of game with frequency of mostly played games by all generations.

Indoor Games

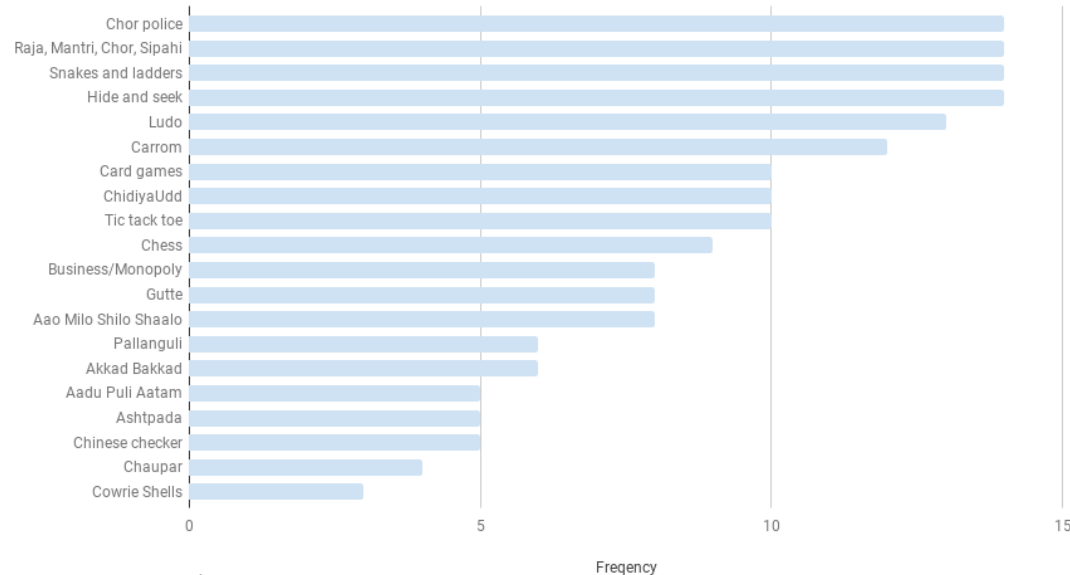


Figure-7

Indoor games:	Frequency:
Chor police (Suspense/Strategy)	14
Raja, Mantri (Suspense/Strategy)	14
Snakes and ladders (Suspense)	14
Hide and seek (Suspense)	14
Ludo (Suspense)	13
Carrom (Focus/Skills)	12
Card games (Strategy/Focus)	10
ChidiyaUdd (Focus)	10
Tic tack toe (Strategy)	10
Chess (Strategy/Focus)	9
Business/Monopoly ()	8
Gutte (Focus/Skills)	8
Aao Milo Shilo Shaalo (Focus)	8
Pallanguli (Focus/Skills)	6
Akkad Bakkad (Focus)	6
Chinese checker (Strategy/Focus)	5
Aadu Puli Aatam (Focus)	5
Ashtpada (Strategy/Focus)	5
Chaupar (Strategy/Focus)	4
Cowrie Shells (Focus/Skills)	3

Table-1

Qualitative method-mapping factors:

- Identified factors for Indoor-games were mapped with frequency of games.
- Dominating factors among all factors were identified by generating pie-chart , it was done to identify the reason behind their existence over a long period of time.

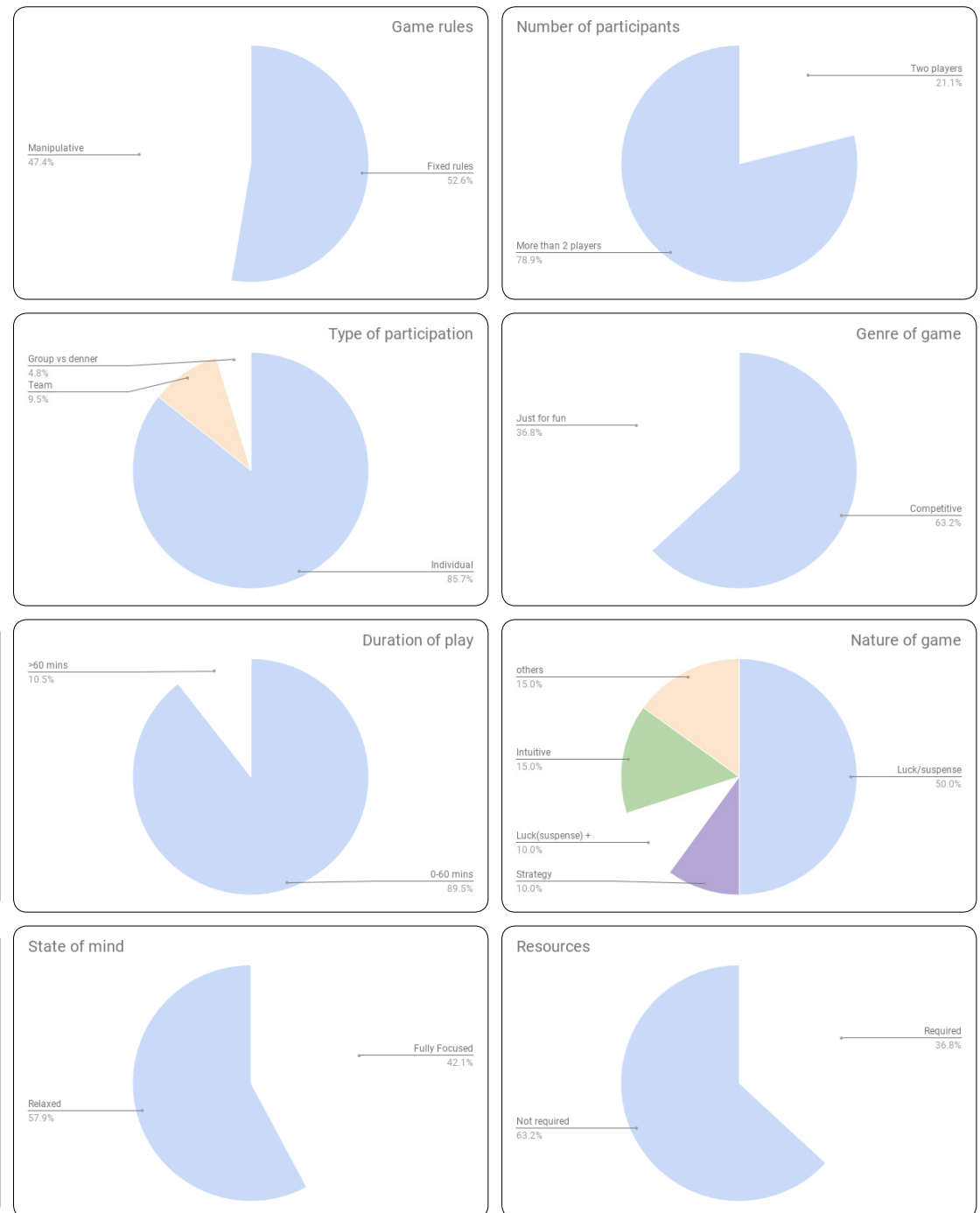


Figure-8

5. Conclusion |

What makes the games popular?

The games are evaluated using analysed factors like number of participants, type of participation, understanding Game rules, nature of game, duration of play, genre of game, resources required, state of mind and learning curve for game. It was identified by the user survey of all generation that suspense and strategy made games more sustainable thorough till now.

What does the study infer?

By qualitative approach to decode the interesting factors influencing the popularity of the game shows that any age group of people like to play games which has more suspense as well as strategy in it. By mapping different factors which any Indoor game consists, gave following insights:

- More than 2 two player games were always welcomed.
- Player used to like individual participation.
- Easy to understand game rules have sustained till now.
- Luck/Suspense type of game is most liked among all ages.
- Short game duration is always preferred.
- Competitive games were always fun to play.
- Fixed type of game rules were preferred than manipulative.
- Least resource requirement games were most famous.
- Relaxed state of mind is what players demand.
- Learning curve for game should be shallow.

Also the generation gap new ways of playing and introduction to the original games making them interesting to try as fun during family gatherings, leisure meets and ceremonial events. Games in ceremonies is becoming much common these days to show the value of refreshment and give the memories of the past with Nostalgia about all the games been brought to the platform again.

The recipe of Indoor games popular had the ingredients to make it fun filled is observed to be having suspense and Strategy as main entities

Conclusion.

The direction of the games which are played through all generations is going towards the filtered place where grand parents dictate the older games to new generation. More complicated (Strategic games like chaupar) have become extinct and easier game with more suspense and shallow learning curve have captured arena of Indoor games. Talking about resources needed, Indoor games were always about having less resource and more fun, this trend is still alive. Competitive games are more pronounced these days on comparing it to 'just for fun' Indoor games(like Chidiyaudd). Relaxed state is another important factor that makes game more fun, because it more about spending your leisure time.

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