

Working with Dramatic Elements

CHAPTER 04

DRAMATIC ELEMENTS

- Challenge
- Play
- Premise
- Character
- Story
- World Building

Creating Challenge

What is Challenge?

- Individual Experience
- Needs to be Dynamic
- Game must adapt to remain challenging

Conditions of Enjoyment

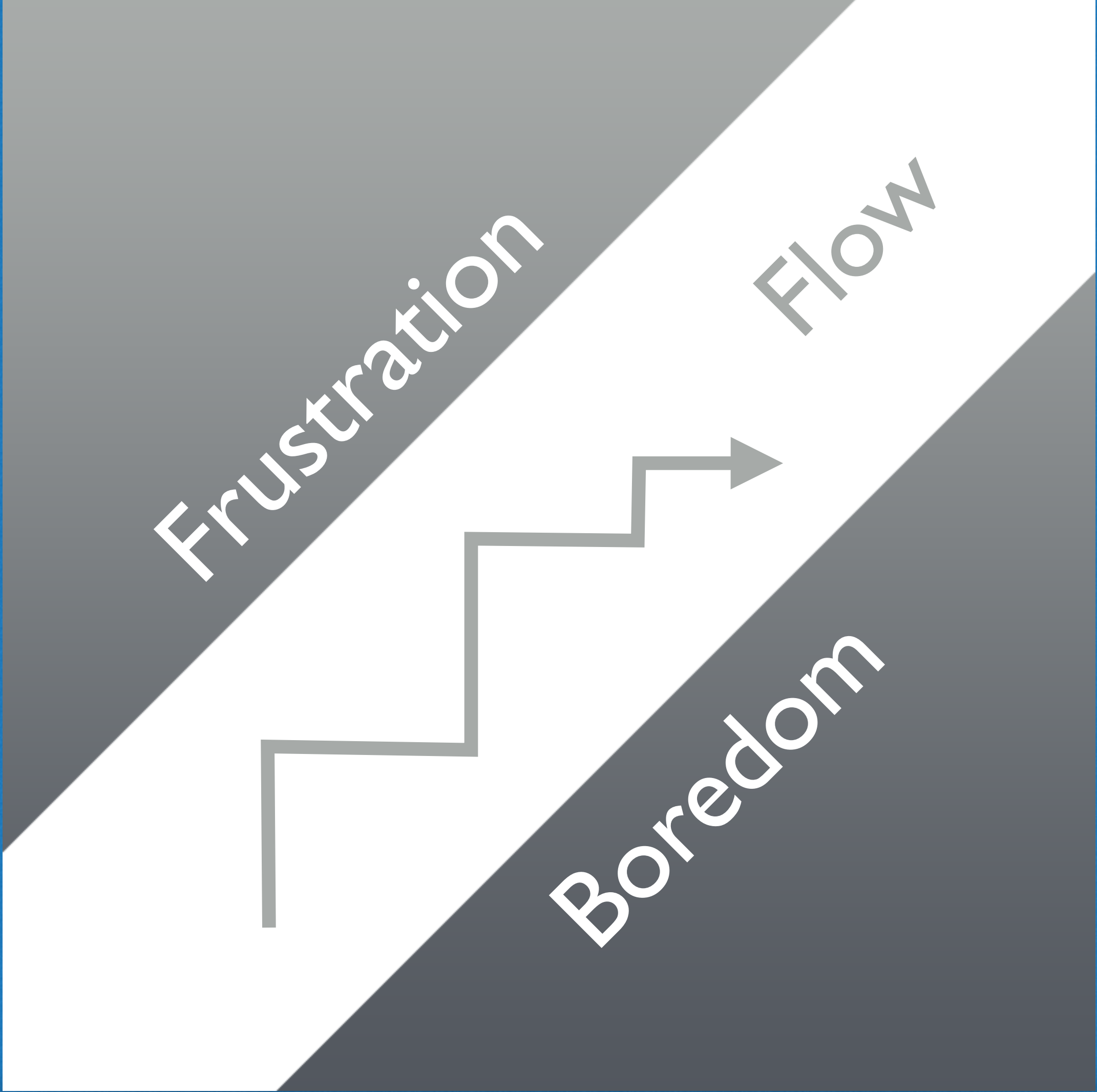
1. Confront tasks we have a change of completing
2. Concentrate on this task
3. Clear Goals
4. Immediate Feedback
5. Deep and Effortless Involvement

Conditions of Enjoyment

6. Chance of exercising a sense of control over their actions
7. Concern disappears, sense of self emerges
8. Sense of the duration of time is altered

Flow Theory

CHALLENGE



ABILITY

“An activity balances a person between challenge and ability, frustration and boredom, to produce an experience of achievement and happiness.”

- Mihaly Csikszentmihalyi

Challenge Occurs When.....

- The goal is directed
- Player is bounded by rules
- It could not be done without the proper skills

The Merge

“People become so involved in what they are doing that activity becomes spontaneous, almost automatic; they stop being aware of themselves as separate from the actions they are performing.”

- Mihaly Csikszentmihalyi

Clear Goals and Feedback

- Players need to know exactly what needs to be done to win
- Give the players direct feedback on how their actions help them move towards their goal

Concentration on the Task

- Only what is aware of what is relevant for that moment of gameplay
- Focus the player

The Paradox of Control

- People enjoy the sense of exercising control in different situations
- It is not possible to experience a feeling of control unless the outcome is unsure
- What is the Paradox?

Invitation to Play