(Mis)Understanding Applied Game Design

Prevention is better than cure.

A series of misunderstandings

"Playing games means understanding games."

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"Lets add Educational to an existing game."

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"Let's clone an existing game so we know people love it."

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"Simple games are simple to produce."

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"Keep it simple, just create a working prototype and copy the graphics elements from the interweb."

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"People like simple games, so they can't tell the difference between refined productions and those done cutting corners."

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"Many (and myself) love this game genre, so everyone will love it."

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"We need virtual reality as I tried it once and its soo much fun."

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P.S.

1. I did a lot of re-design of failed projects.

2. My guiding principle is that the learning process is not "collateral" to the game mechanics.

Core experience & principle.

This is by Ian Bogost "Gamification is Bullshit".

"Idea is king. Execution is King Kong!"

Ville Simola

"A lot of people still mix up prototype and alpha.

Don't be one of these fools."

What non gaming fields can learn from games is **not**

"providing fun through software"

but

providing depth of experience

My twitter stream is mostly dedicated to game design

@ppolsinelli

A blog on game design
designagame.eu