



# (Mis)Understanding Applied Game Design

*Prevention is better than  
cure.*

# A series of misunderstandings

*“Playing games means understanding games.”*



*“Lets add Educational to an existing game.”*



*“Let’s clone an existing game so  
we know people love it.”*



*“Simple games are simple to produce.”*



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





*“People like simple games, so they can’t tell the difference between refined productions and those done cutting corners.”*



*“Many (and myself) love this game genre, so everyone will love it.”*



*“We need virtual reality as I tried it once and its soo much fun.”*



**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.**

# GAME DESIGN

VS.

# GAMIFICATION

1. COMPLEXITY
2. CONTEXT
3. CONDITIONS
4. TRANSFORMATION
5. RELATIONSHIP
6. DISCOURSE
7. UNDERSTANDING

1. SIMPLICITY
2. ISOLATION
3. AUTHORITY
4. ENGAGEMENT
5. REWARD
6. QUANTIFICATION
7. COMPLIANCE

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.”*

From “What you should know about game prototypes”

<http://lvictorino.com/blog/what-is-a-prototype/>



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](http://designagame.eu)