

MAGAW 2017: Multiple Approaches to Game analysis Workshop
IT University, Copenhagen

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Reflection:

My approach to game analysis was to define a method which can be used to identify the elements that make interactions with the game register as pleasurable and good for the player. I proposed three main categories for this purpose:

- Interactions. Every action of control from the player to the game's character.
- Aesthetic Feedbacks: Audiovisual, Tactile, Speed and Animations.
- Freedom Tree: A diagram I devised with a breakdown of the Interactions and their relationships.

I tried my method accordingly on the provided game and found out the following question, Does more gameplay mechanics make a game feel better? In the provided game the player has the freedom to do a surprising amount of actions in the game world. With this method one can easily tell that this is not true and that the game needs to provide the minimum feedback requirements for every action the player can do in order for the interaction to feel pleasant.

The critique from the participants was very helpful on detecting things to consider for this approach. The use of an input device really influences the outcome on how pleasant the experience can be, specially with the "tactile" channel of the vibration in a game controller (which is lacking on a keyboard and mouse for example) and I will add that consideration for following play through analysis. Also if the "Aesthetic feedbacks" are equally effective for every kind of player for example a color blinded person, would the game feel pleasurable still? That's a question that can be addressed in the future.

Fortunately for my approach the game selection for the workshop was accurate since it was an action game with a game character. But maybe a suggestion for next iteration of the workshop could be that each of the participants suggest 3 games, which could fit to their approaches.

The format of the workshop could benefit from 1 feedback session or get together with the other participants at the end or middle of the 1st day. I got very good insights on my approach after one of this sessions with one of the participants.

Overall I really enjoyed this experience, being able to learn from the other participant's approaches and opinions. And to get good insights on mine.

Thanks to Cologne Game Lab and ITU for letting me participate.

Kind regards,

Rodolfo Magallón Martínez