

## **Approach to Game Analysis: A Demand-Based Framework**

Demand-based framework is a theoretical way of looking at play objects from the perspective of the challenges they set for players. Instead of strict ontology, this approach is thus closer to structural ludo-phenomenology.

All challenges fall in two macro binaries, the corporeal (kinesthetic/non-kinesthetic) and the operational (strategic/puzzle). Kinesthetic challenges can be defined by the extranoematic type of effort required to overcome the challenge; if none exists, the challenge is non-kinesthetic. Strategic challenges can be defined by the dynamic type of functional components; if none exist, the challenge is a puzzle. While both binaries can be divided in further components (e.g. Karhulahti 2015, 40), interesting and complex clusters can be identified already on the macro level (see Karhulahti 2013).

I will provide an analysis based on the framework above, i.e. structuring the player experience into various challenge components and combinations. I will push the framework forward by elaborating on the existing categories and reframing the demands of perception with tools acquired from ecological psychology.

### **Works cited**

Karhulahti, V. "Puzzle Is not a Game! Basic Structures of Challenge" (2013) In *Proceedings of DiGRA 2013: DeFragging Game Studies*. DiGRA.  
Karhulahti, V. *Adventures of Ludom: A Videogame Geneontology* (2015). University of Turku.