

# Sources of Fun

C395 Computer Game Design

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# Constraint on entertainment

- Disposable income
- Disposable time
  - Traditional methods
    - Socializing
    - Reading
    - Radio, Movies, Television
  - New competitors
    - Computer games
    - WWW

# Some entertainment choices

- Chess board + a friend: \$10, 2 hours
  - \$2.50/hour; huge repeatability
- Deck of cards + some friends: \$2, 2 hours
  - 4 people, \$0.25/hour; huge repeatability
- Board game + some friends: \$20, 3 hours
  - Simpsons, Spider-man, and Scooby-do versions of Monopoly \$35;  
.com version \$15
  - \$1.60/hour; high repeatability
- Movie: \$8, 2 hours
  - \$4/hour; low repeatability
- New computer game: \$40, 30 hours
  - \$1.34/hour; medium repeatability
- Old computer game: \$10, 30 hours
  - \$0.34/hour; medium repeatability

# LeBlanc's taxonomy of sources of fun

## 1. Sensation

*Game as sense-pleasure*

## 2. Fantasy

*Game as make-believe*

## 3. Narrative

*Game as drama*

## 4. Challenge

*Game as obstacle course*

## 5. Fellowship

*Game as social framework*

## 6. Discovery

*Game as uncharted territory*

## 7. Expression

*Game as self-discovery*

## 8. Masochism

*Game as submission*

# Sensation: Game as sense-pleasure

- Examples
- Tradeoffs

# Fantasy: Game as make-believe

- Examples
- Tradeoffs

# Narrative: Game as drama

- Examples
- Tradeoffs

# Challenge: Game as obstacle course

- Examples
- Tradeoffs



# Fellowship: Game as social framework

- Examples
- Tradeoffs





# Masochism: Game as submission

- Examples
- Tradeoffs

# To learn more

- Marc LeBlanc's web site:  
<http://www.algorithmancy.org>
  - Good discussion of organization of games as collection of loosely coupled systems