DATX02-22-51

How award-winning games captivate their audiences

• Background

Stories are as old as humans themselves and have always been a key part of what makes humans human. One of the newest forms of storytelling is found in games and the game industry is growing more and more. For games to be successful, be bought by many, they need to appeal to people. It is not just stories that build a good game, there are many more aspects. Unlike other types of applications and services created in the technology industry there are no clear guidelines on how to make a good, appealing game.

• Project description

This project will explore what elements, mechanics and more that make games appealing, and in more concrete terms get games nominated for as well as earn them awards. For this project the game Hades, which has been nominated and won several awards, will be the main focus used for a case study. This project will consist of two parts, one theoretical building on game research and one practical where what was learned in the first part will be applied when creating a game. The first part will be doing a case study on Hades, where other relevant games will be looked at too, where elements that gained them nominations and awards will be identified and the second part of the project will be using these elements to design and build a game.

• Suggested reading material:

Björk, S., Lundgren, S. & Holopainen, j. Game Design Patterns. DiGRA '03 - Proceedings of the 2003 DiGRA International Conference: Level Up, 2003, Volume: 2. ISBN / ISNN: ISSN 2342-9666.
http://www.digra.org/digital-library/publications/game-design-patterns/

Hunicke, R; LeBlanc, M; & Zubek, R. *MDA: A Formal Approach to Game Design and Game Research*. CiteSeerX: 10.1.1.79.4561

Olsson, CM., Björk, S. & Dahlskog, S. *The conceptual Relationship Model. Understanding Patterns and Mechanics in Game Design*. DiGRA '14 - Proceedings of the 2014 DiGRA International Conference, August, 2014, Volume: 8. ISBN / ISNN: ISSN 2342-9666.
http://www.digra.org/digital-library/publications/the-conceptual-relationship-model-understanding-patterns-and-mechanics-in-game-design/

Projektförslag P.2

• Förslagslämnare –
Anna Nilsson
Ida Dahl

• Target Audience
IT, D, DV.

• Special prerequisites:
A general interest in games and research.

• Supervisor
Michel Herron - Has been asked and would like to supervise