**Activity 3.11**

**Player Interactions**

**Introduction:** When you design a game, there is interaction between a player, the game system, and other players. These are called player interaction patterns. Let’s explore the seven main interaction patterns.

**Materials:**

1. Internet
2. Playing cards (one for each pair of students)

**Lesson:** Using the PowerPoint Unit 3.1 Social Game Interaction and Player Patterns,

define the different player patterns. List three game examples for each player pattern.

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| **Player Patterns** | **Definition** | **Examples** |
| Single player vs. game | Most common pattern for digital gaming (use cards to demonstrate). | 1. puzzles  2. solitaire  3. minesweeper |
| Multiple individual players vs. game | Multiple players compete against the game in the company of each other. | 1. Racing  2. GTA  3. Bets |
| Player vs. player | A game where two players directly compete. | 1. World of Warcraft (PVP)  2. Skyrim  3. CoD |
| Unilateral competition | Two or more players compete against one player. | 1. Tag  2. Infected  3. |
| Multilateral competition | Game structure in which three or more players directly compete. | 1. Hearts  2. Spades  3. Board Games |
| Cooperative play | Two or more players cooperate against the game system (Farmville). | 1. League of Legends  2. CoD Co-op  3. GTA |
| Team competition | Game structure in which two or more groups compete. | 1. Soccer  2. Basketball  3. Charades |

1. Divide into groups of two with your teacher’s help. Your group will be assigned a player pattern from your teacher.
2. Using a deck of playing cards create a simple game that uses the player pattern you were assigned. Play-test your game with your partner. Write down the rules in the Design Journal.
   1. Example for cooperative play: two or more players combine their hand of two cards against the dealer’s hand to see who has the highest score using two cards. Face cards are worth 10, aces 15, and all other cards are face value. First one to win three hands wins the game.
3. Combine together with another group and play each other’s games.
4. Move to another group and repeat. (Continually revise your game as you play it each time with another group.)
5. Continue until all groups have visited each other.

Questions:

What game did you enjoy playing the most and why?

What game did you enjoy playing the least and why?

What player interaction seems to be the hardest for which to design a game and why?

Brainstorm a game idea that uses a combination of player patterns. Write out how this might work in the design Journal

**Extension:**

1. Take an existing board game and redesign the rules to fit another player pattern.