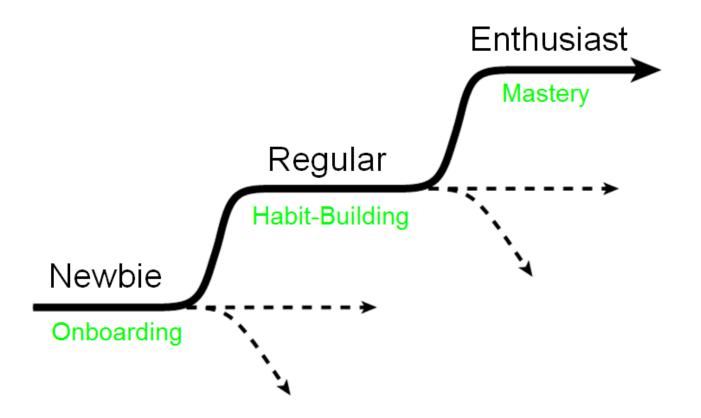
Game Mechanics

Tony Scarlatos

Player Life Cycle



How do you maintain player engagement over the long term?

Player Types



Killers

Defined by:

A focus on winning, rank, and direct peer-to-peer competition.

Engaged by:

Leaderboards, Ranks



Achievers

Defined by:

A focus on attaining status and achieving preset goals quickly and/or completely.

Engaged by:

Achievements



Socialites

Defined by:

A focus on socializing and a drive to develop a network of friends and contacts.

Engaged by:

Newsfeeds, Friends Lists, Chat



Explorers

Defined by:

A focus on exploring and a drive to discover the unknown.

Engaged by:

Obfuscated Achievements

Jane McGonigal's Motivators

- Blissful Productivity
 - Happy working hard doing what is perceived to be meaningful work.
- Social Fabric
 - Community that supports and relies on the player, and rewards with status.
- Urgent Optimism
 - The desire to act immediately to tackle an obstacle combined with the reasonable hope of success.
- Epic Meaning
 - Achievement that goes beyond the player's personal success, an achievement that is perceived to be significant globally.



Intrinsic Motivators

	Reward	Status	Achievement	Self Expression	Competition	Altruism
Points						
Levels						
Challenges						
Virtual Goods						
Leaderboards						
Gifting & Charity						

Collecting and Completing a Set



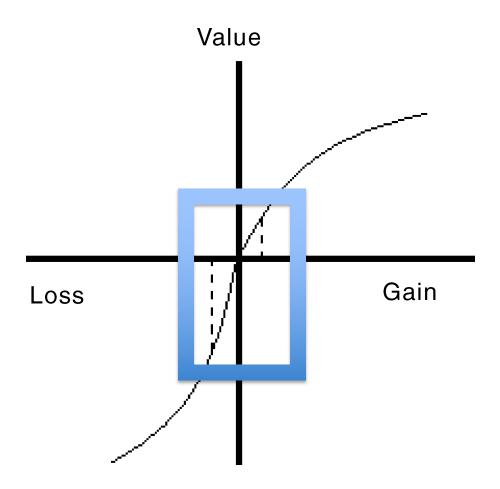
Customization (self expression)



Epic Meaning (altruism)



Loss Aversion



In psychological studies, subjects consistently avoided loss more than gains were sought

Extrinsic Motivators: Appointment Dynamics



"Feed Me, Seymore!"

Extrinsic Motivators: Timed Interactions



"For a limited time only..." or "You have 10 seconds before the bomb blows up!"

Rewards: Badges



Rewards: System Points



Rewards: Social Points

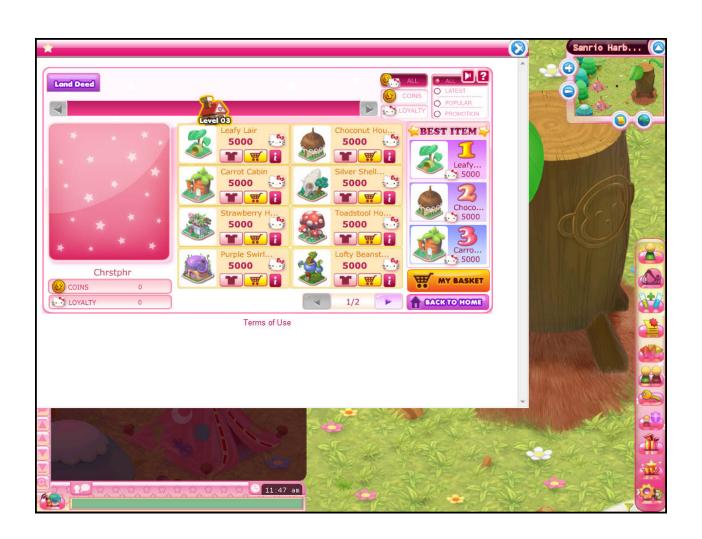




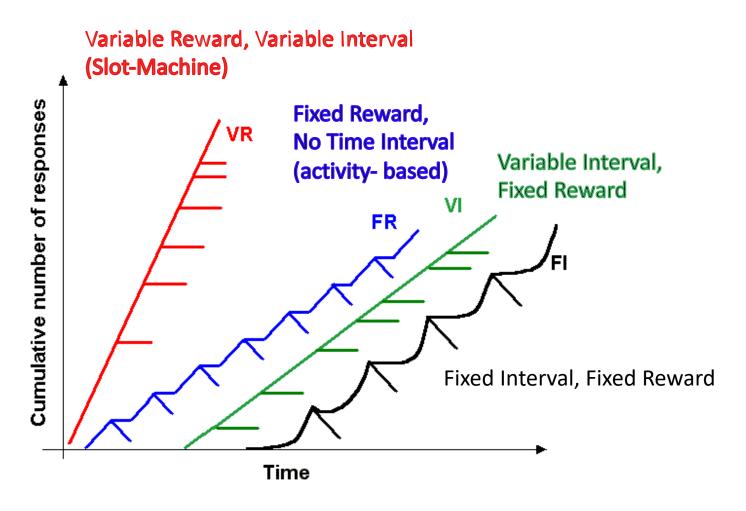
Rewards: Leaderboard



Rewards: Virtual Goods



Reward Reinforcement Schedules



[&]quot;How often?" is usually more important than "How much?"