

Achievement Design

Lessons From an Xbox Live Community Study

```
// Achievement ids are defined in spa.h, created by SPAC from the XLAST file
rgAchievements[dwNumAchievements].dwUserIndex
                                                   = dwUserIndex;
rqAchievements[dwNumAchievements].dwAchievementId = ACHIEVEMENT_PLAYED10GAMES;
dwNumAchievements++;
rgAchievements[dwNumAchievements].dwUserIndex
                                                   = dwUserIndex:
rgAchievements[dwNumAchievements].dwAchievementId = ACHIEVEMENT_PONG_A_THON_I;
dwNumAchievements++:
dwResult = XUserWriteAchievements(
    dwNumAchievements.
                              // Number of structs in pdwAchievements
    pdwAchievements.
                              // Achievement/user tuples to set
    2(vox&
                               // Asvnc status
```





Mikael Jakobsson mikael.jakobsson@mah.se







Self-actualization

Esteem

Love/Belonging

Safety

Physiological

morality, creativity, spontaneity, problem solving, lack of prejudice, acceptance of facts

self-esteem, confidence, achievement, respect of others, respect by others

friendship, family, sexual intimacy

security of body, of employment, of resources, of morality, of the family, of health, of property

breathing, food, water, sex, sleep, homeostasis, excretion

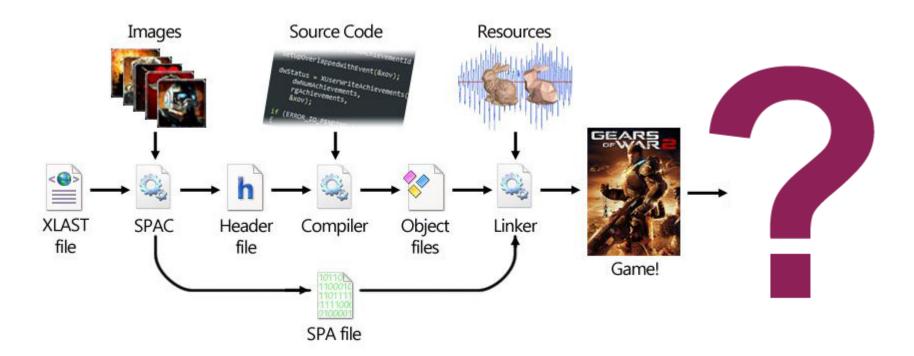
















Gamer types in relation to achievements

- The Casuals
- The Hunters
- The Completists
- The Discontents





Achievement Casuals

"I really don't care about achievements ... Do you have this game for 360?"

"I saw somebody on my friends list who had an achievement in Yaris. So then I suddenly was like, well, I want an achievement too. I don't know why."





Achievement Hunters

"They call me the Game Ruiner. I can completely beat any game in one day."

"With Gamerscore, the world can see how good and I am and the Achievements I can accomplish,"

"I'm never going to be in the Olympics, so I'll be a great gamer. It's something I know I'm good at."





Achievement Completists

"We both stood hugging and screaming in front of the TV."

"Yeah, I love them but they're a curse."

"He was the type of guy who wanted to master every component of the game that he was into and I think the best testament to that is his achievement points on XBL."





Achievement Discontents

"If I play a retail game for review I make sure I get all the achievement to show I completed it."

"Don't follow in our footsteps!"

"I don't know why I did it, but I did it!"

"I reverse engineered the problem and came up with the xBot."











Use Qualities of Achievements

- Scaffolding
- Bonus game (MMO)
- Coveillance
- Social Capital
- The Magic of Numbers





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Choose a plan on this page (right column) specifying the amount of gamer points you'd like to gain. Then, make your payment. After your payment is received, your account will be accessed by one of our gaming professionals,

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Exemplary Achievements

	Little Rocket Man	30 G
60	Send the garden gnome into space.	
	Pacifism	10 G
3	Survive the first 60 seconds of the game without firing	
	OVER THE RAINBOW	20 G
	Receive 20 kisses from the gents.	
160	Six Degrees of Small Arms	0 @
10%	Play online to 'catch' this elusive Achievement	
	Body Juggler	20 G
	Use explosives to keep a body up in the air for 10 seconds	





Problematic Achievements

-30	Grab Bag	10 G
	Kill at least 1 creature, 1 enemy, 1 teammate, and yourself in the same round of a public match	
	Two for One	5 G
	Score a Double Kill with a single spartan laser shot in a ranked free for all playlist (Online).	
-	Pacifist	15 G
X	Complete a chapter without firing a gun	
100.0	Seriously	50 G
	Kill 10,000 people in versus ranked match total	
1	World Champion (Multiplayer)	40 G
1	Climb to the top of the universal leaderboard	











Thank You!

The Achievement Machine: Understanding the Xbox Live Metagame and other writings on achievements will be available at: www.mjson.se

I'm available for consultation on achievement design: mikael.jakobsson@mah.se

