

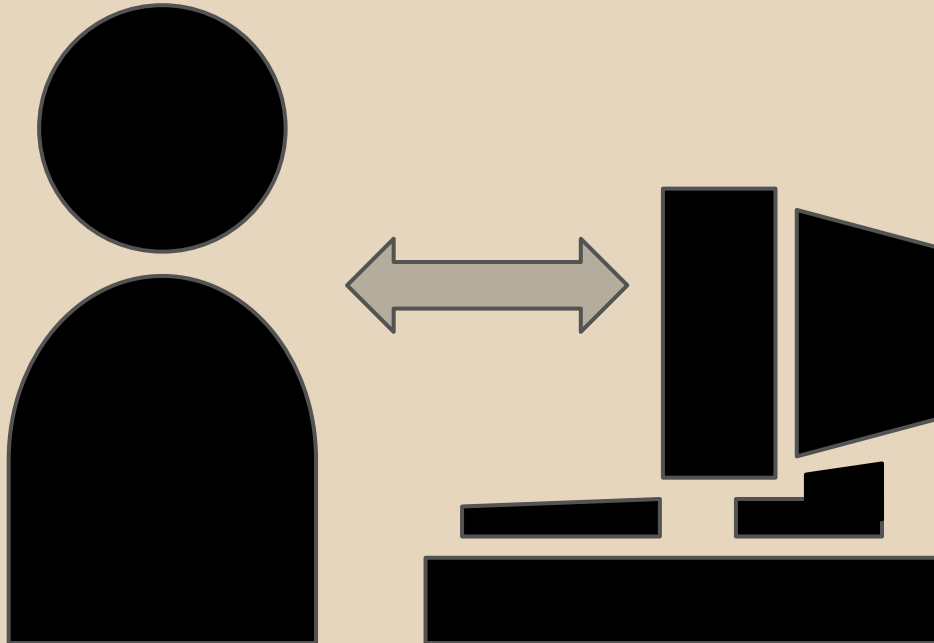
# Building Player Investment

Stuff I learned from Save the Date

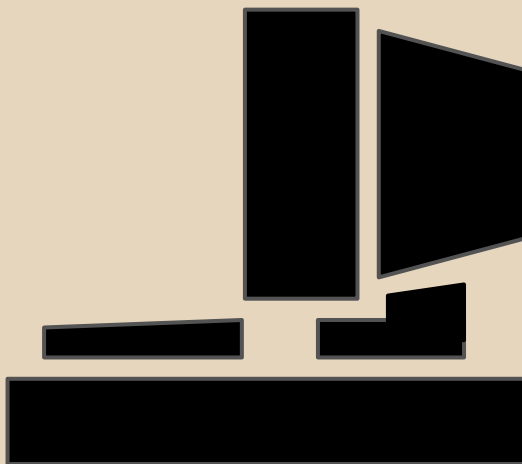
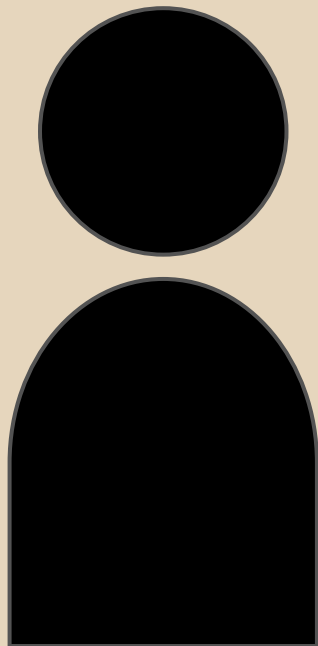


**SPOILER  
WARNING**

# Goal: connect with players



# Problem: Players don't make it easy.



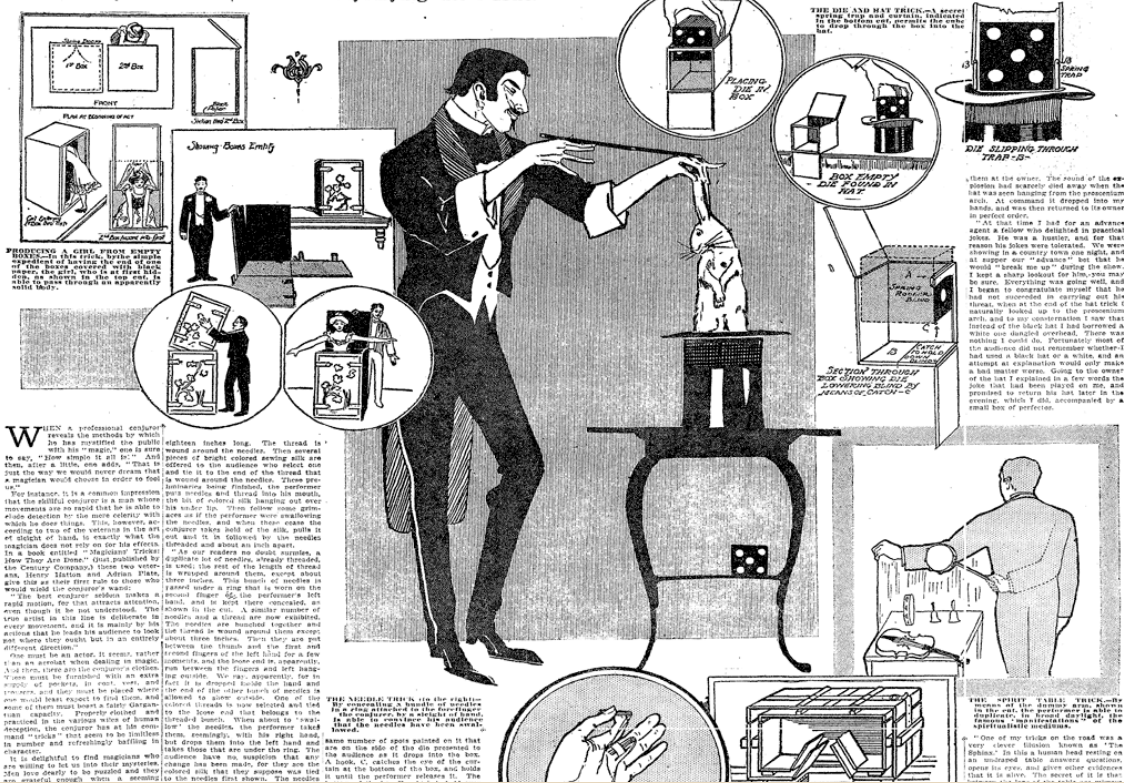
# Solution: Tricks!



# Problem: They know our tricks

## MAGICIANS TELL THE SECRET OF FAMOUS TRICKS

Henry Hatton and Adrian Plate Give Some of Their Methods  
and Experiences in the Art of Mystifying the Public.



# Obvious Solution:

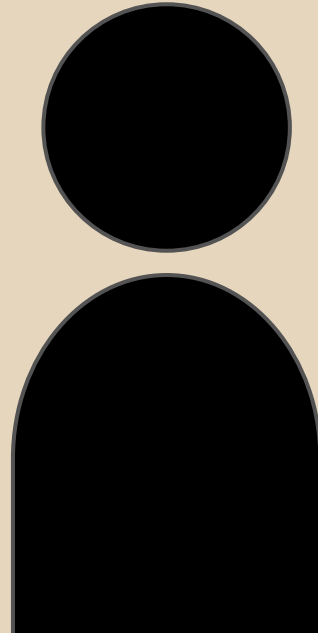
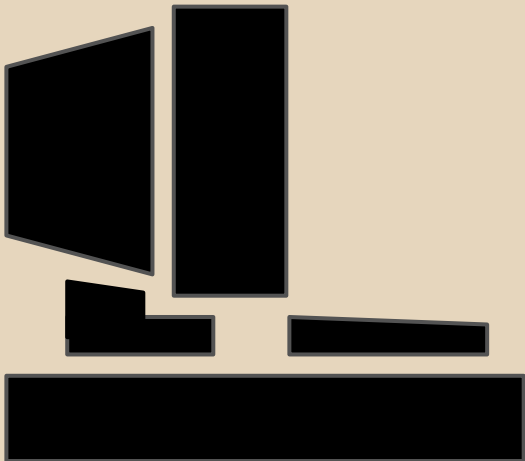




# The biggest trick:

Change relationship between the player and the game.

# What IS the relationship?



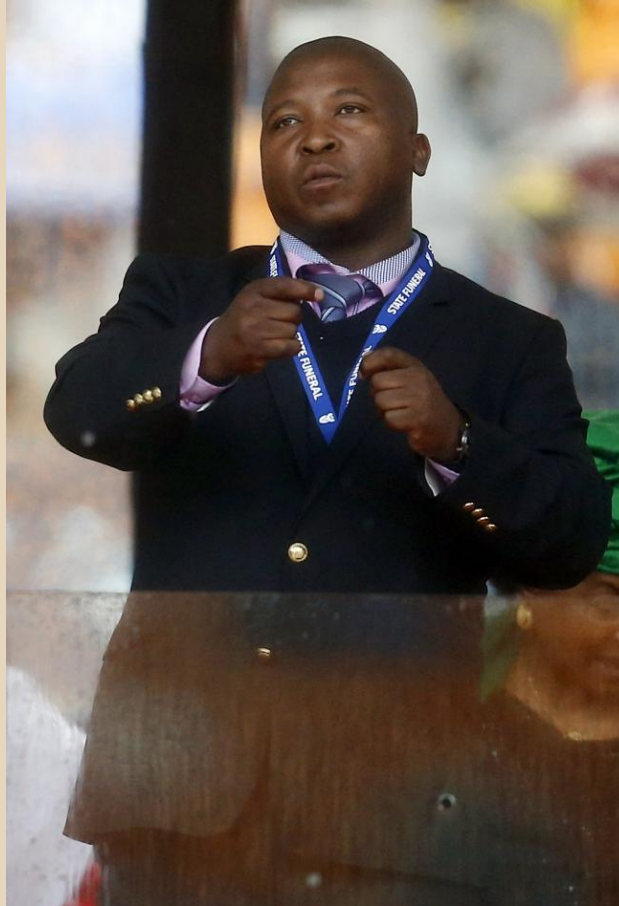
# What IS the relationship?



*"If a story is not about the hearer, he will not listen. And here I make a rule—a great and interesting story is about everyone or it will not last."*

*- John Steinbeck*

# How?







# Brains are awesome!







A few things I never showed:





# Puzzles and Goals, too!

- The most effective puzzle is the one that they decide for themselves to solve.
- The best goal is the one the players set for themselves.



## ... What's a buffer?

Anything that lets the player put distance between themselves and their choices.

# The most common buffer:



# Solution is obvious:





# Avatar Avoidance:

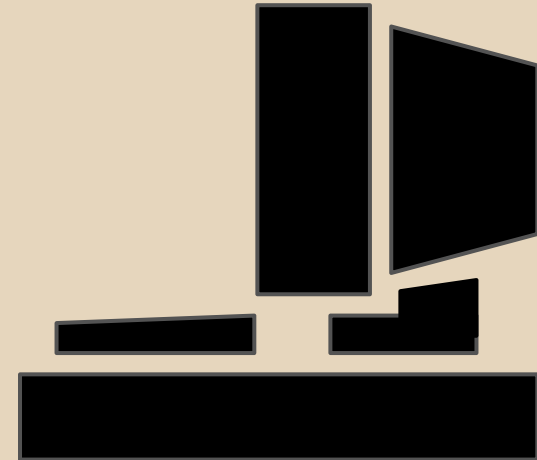
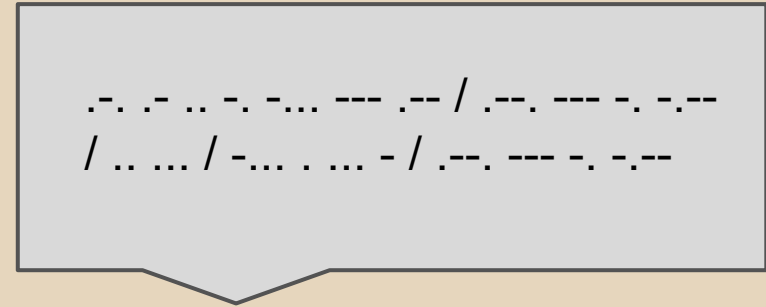
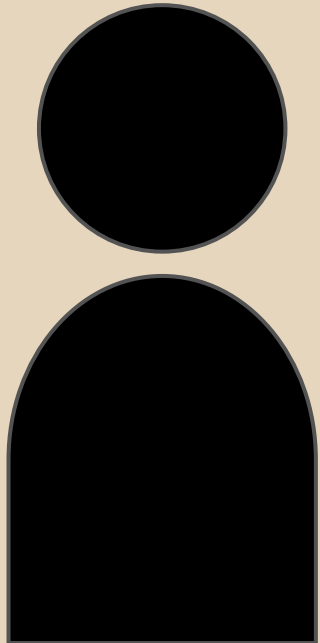
>NAME?



Are you a boy?  
Or are you a girl?

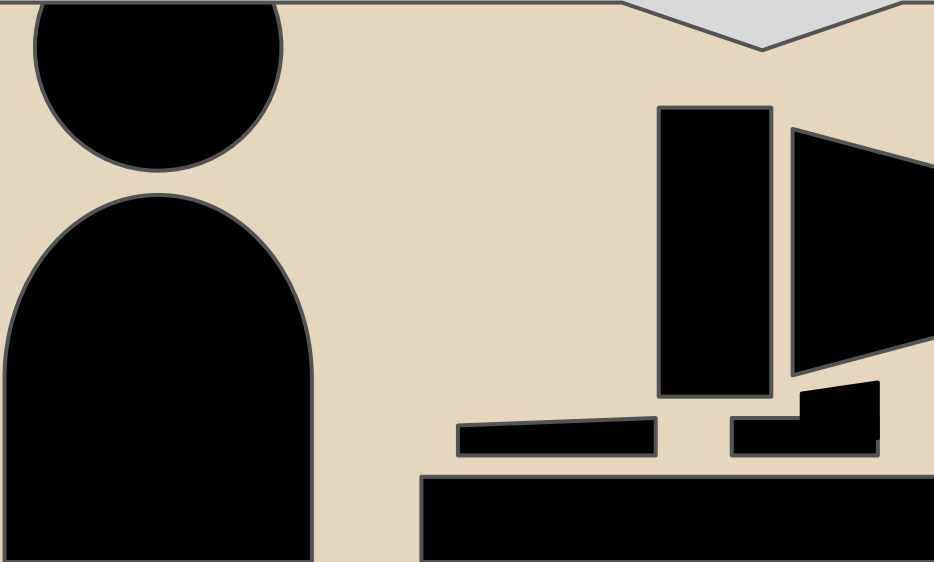


# Do: Talk to them directly

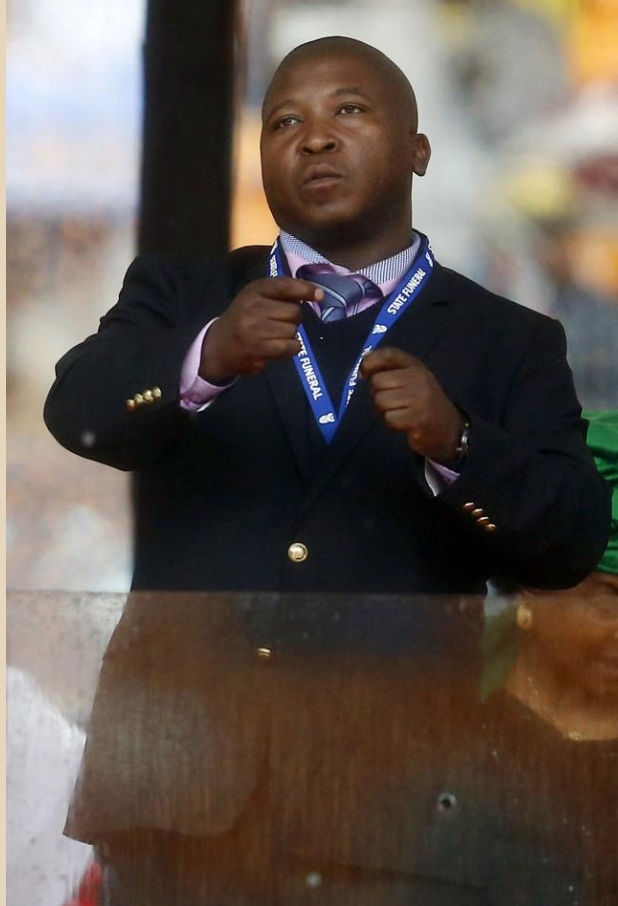


# Do: Talk to them directly

. - . . . - . . . . - - . . - - . . . . / . . . .  
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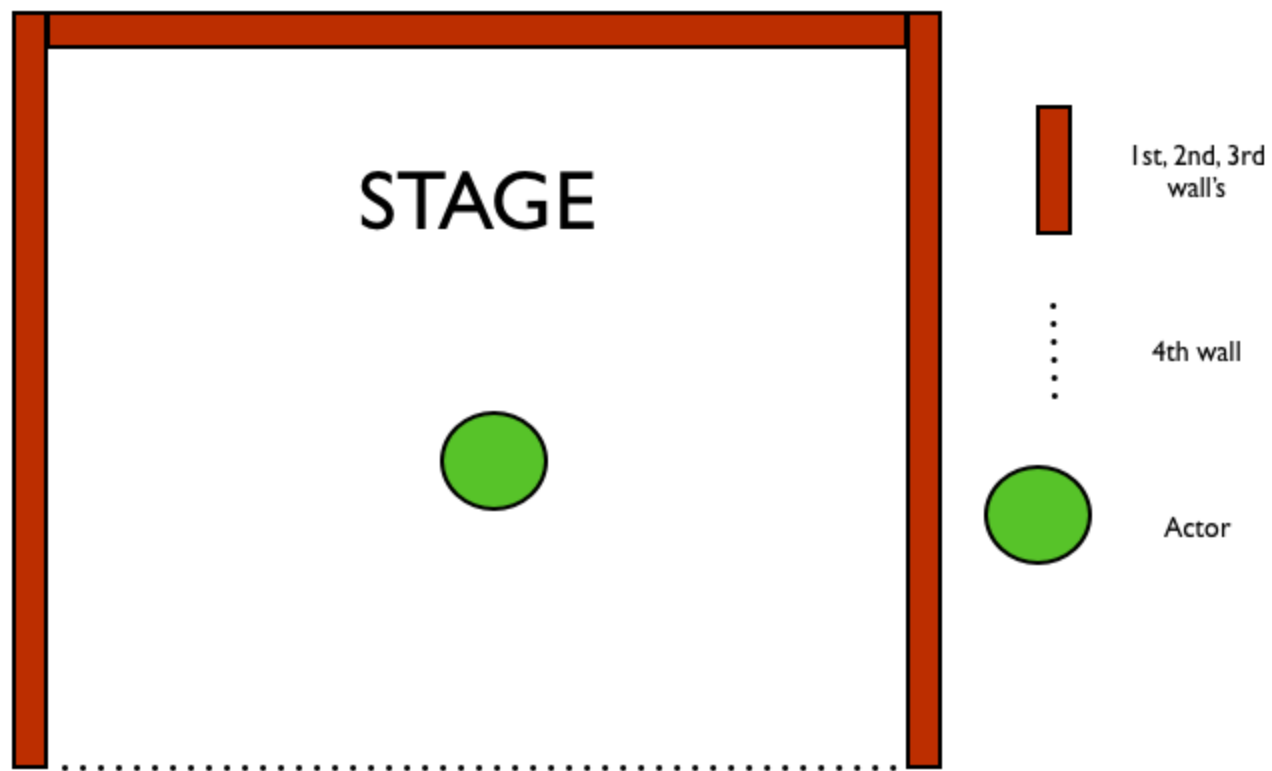


# Still acting like it's true



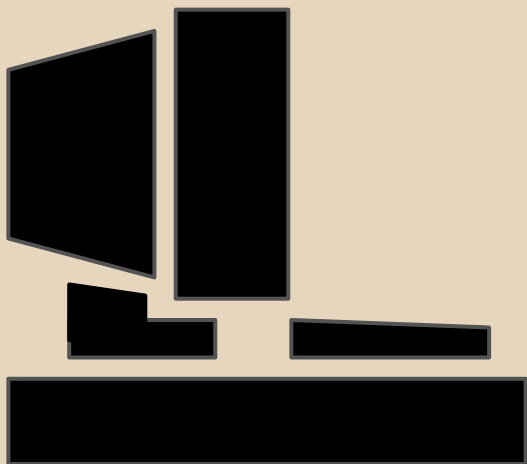
# Break the 4th wall

**Yes I am talking to YOU.**

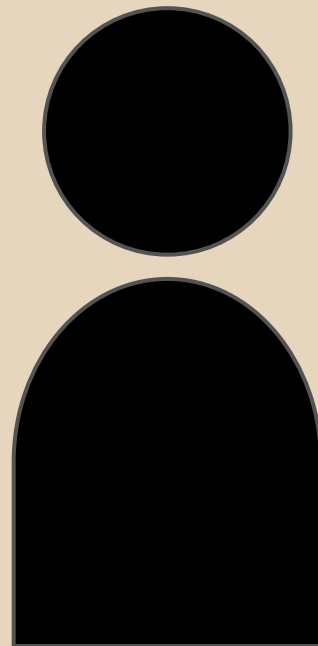


AUDIENCE

# Game



# Not Game

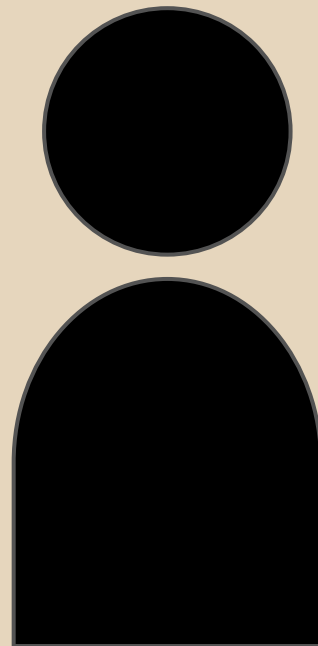
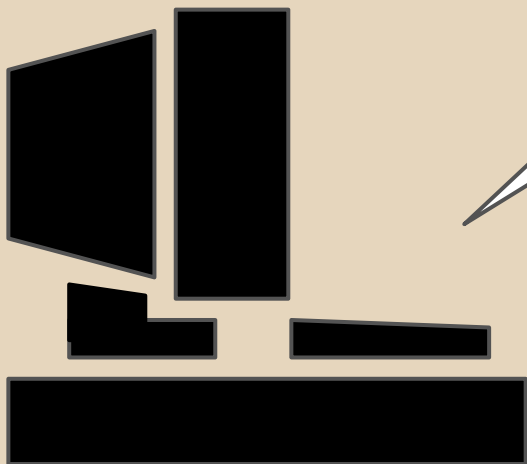


Game

Not Game

'Sup?

!!



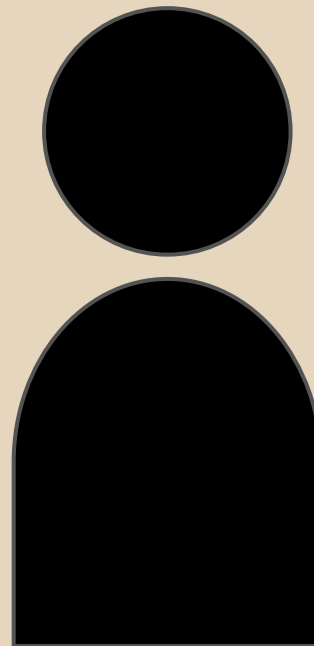
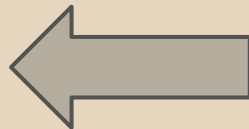
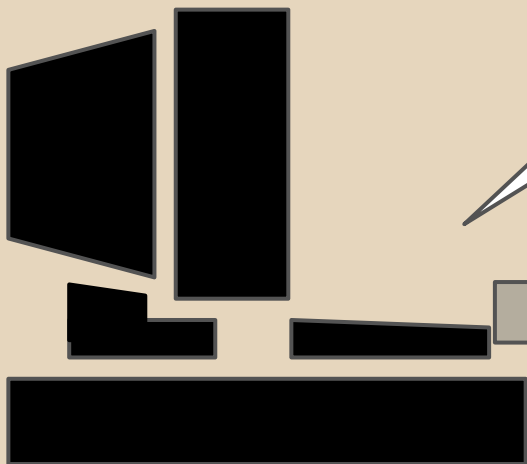


Game

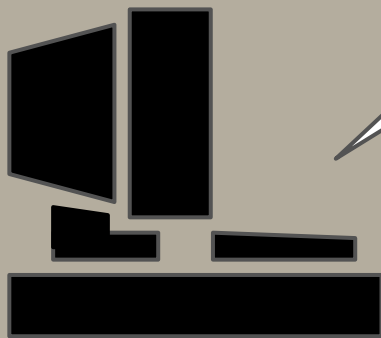
Not Game

'Sup?

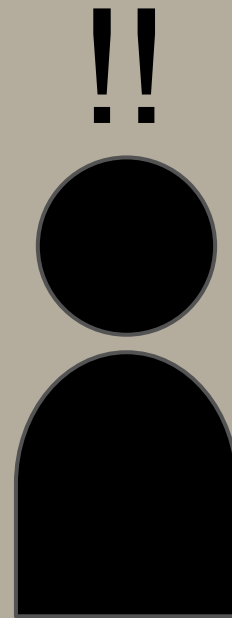
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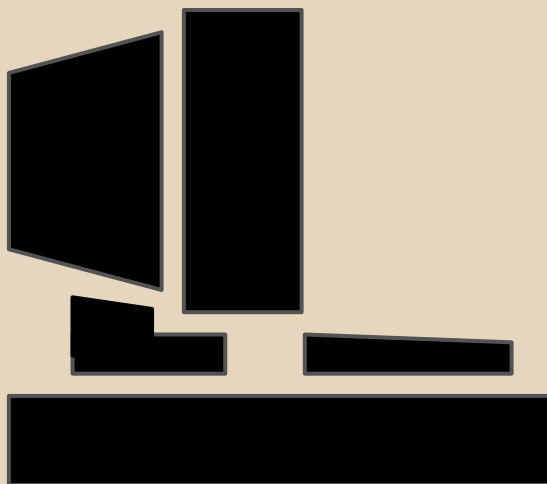
Game

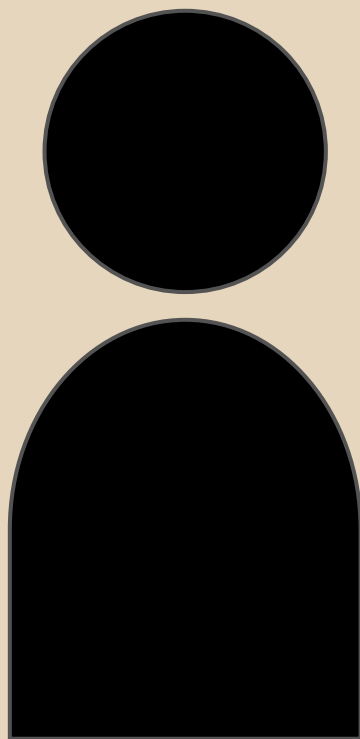


'Sup?



????

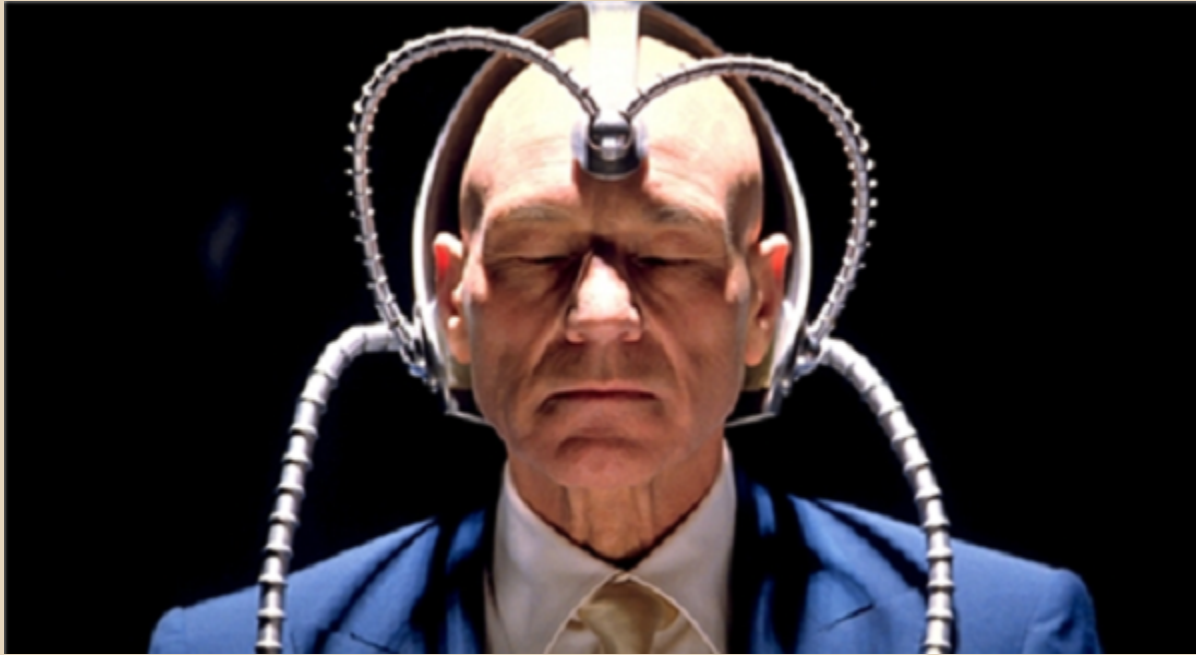




# How do people act, anyway?

They respond to nuance and subtlety.

# Mind Reading!



**DON'T  
PANIC**

Planned Scenario  
+  
Good Guesswork  
=







Not that many, actually.

A lot.

I've lost count, honestly.

So far? 7 times, in 5 different ways.

**Felicia**

Exactly how many times have you had to watch me die?

Menu (ESC) Quicksave (F5) Quickload (F9) Skip (CTRL)



Every single one.

No, the game just gave me that number, and I'm trusting that it got it right.

**Felicia**

I had no idea... And you counted each one?

Menu (ESC) Quicksave (F5) Quickload (F9) Skip (CTRL)

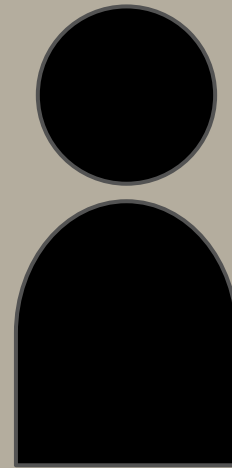
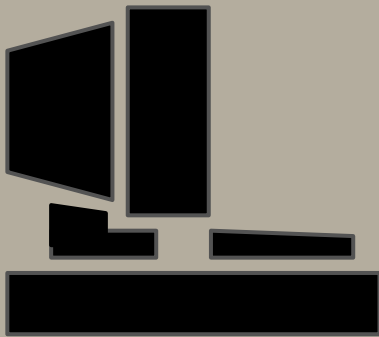
**NOW**

**WHAT?**

# Motivation



# Game





# When in doubt...









Give it time

**ARE YOU NOT**



**ENTERTAINED?**

That sounds good. I'll have the Pad Thai, too.

I'd like some yellow curry with chicken, I think.

The shrimp fried rice sounds good. Let's go with that.

Actually - The Pad Thai has peanuts in it.

### Felicia

I think so! This picture for Pad Thai looks amazing. I think I'll have that. What are you having?

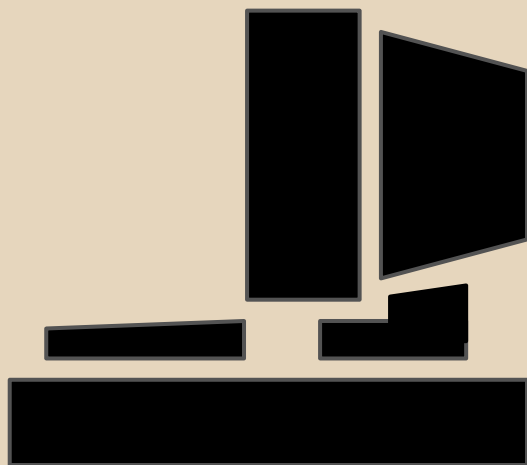
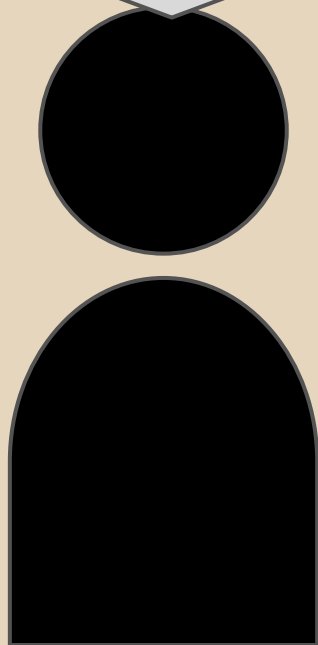
# Brains are (still) awesome!



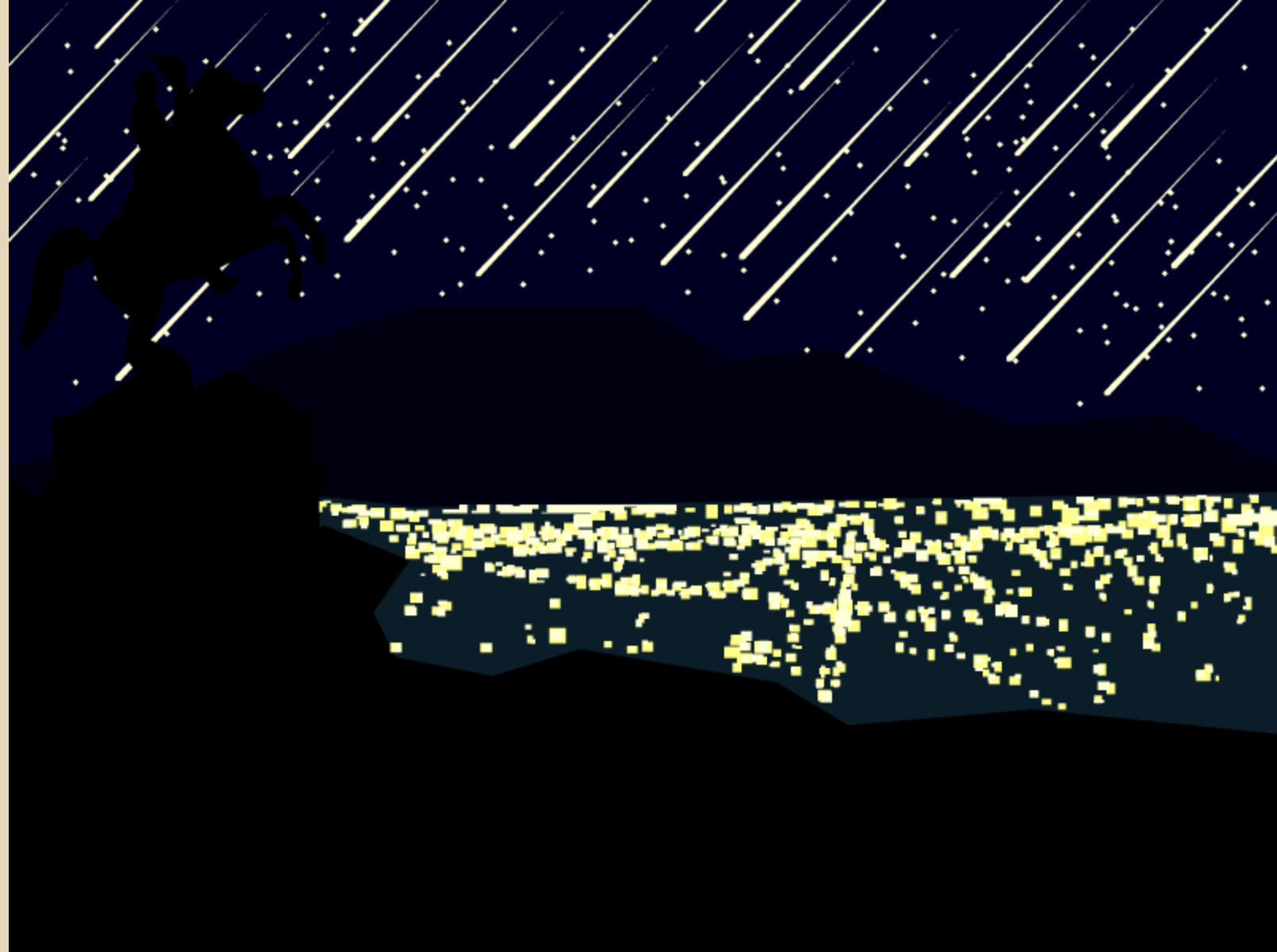
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.. .. / - - - - /  
- .. .. / .. .. -



**SUBTLETY  
IS  
AWESOME!**



**FAILED**



# It's easy to say...

“Oh, sure, you can do that, if you are lucky enough to have a game that can support all of those things.”



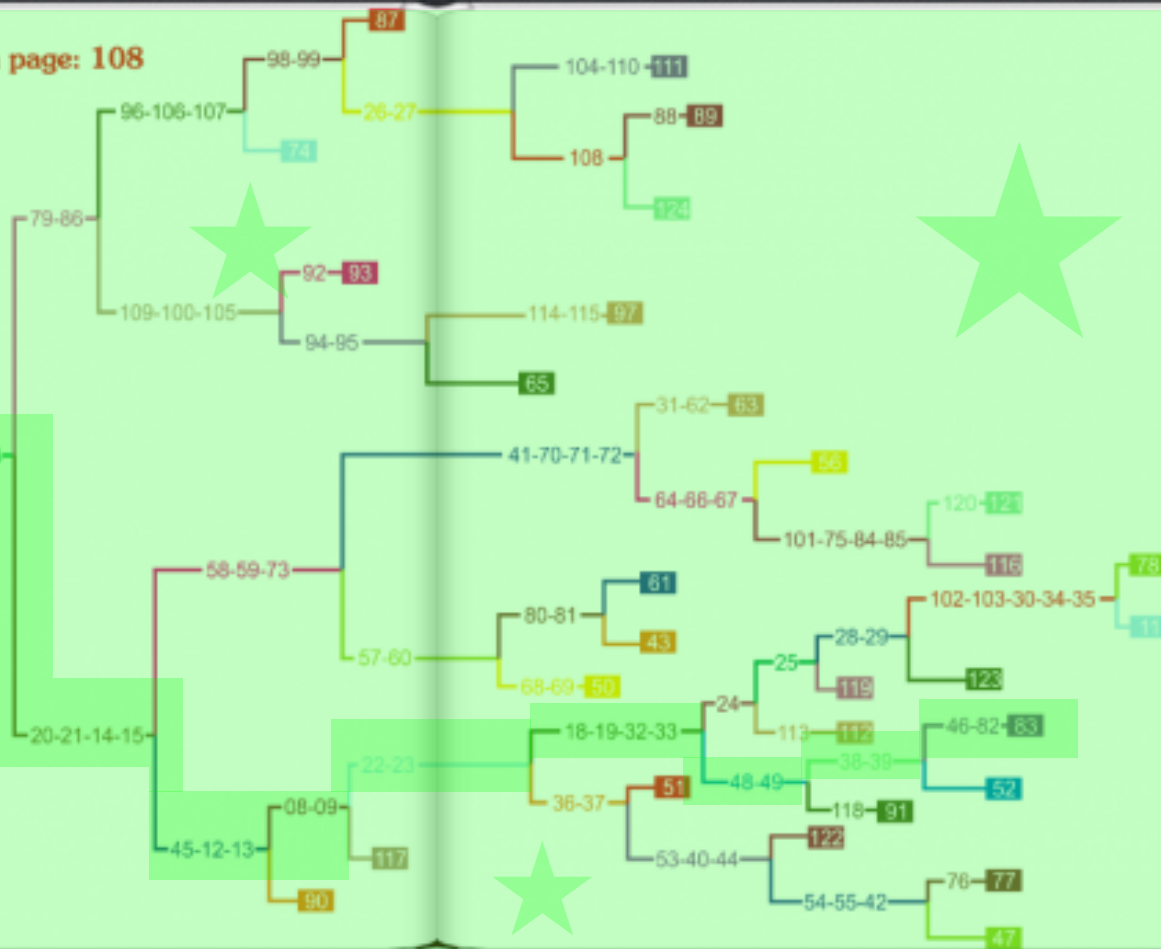






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# Thanks for listening!

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