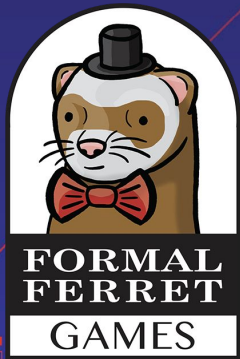




Why Indirect or Zero Player Interaction Can Be Great

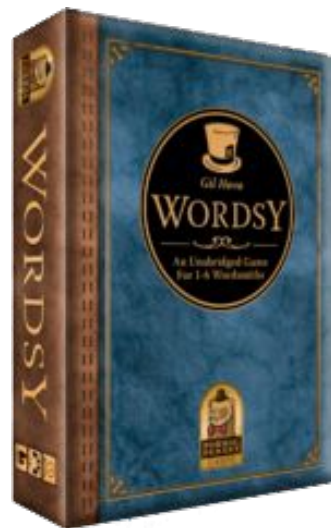
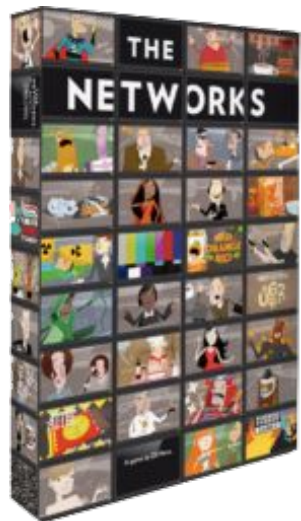
Gil Hova

Owner/Litterbox Cleaner, Formal Ferret Games



GAME DEVELOPERS CONFERENCE

MARCH 18–22, 2019 | #GDC19





GDC

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CLARIFICATIONS

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1. Direct interaction is not always bad.

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2. Indirect interaction is not always good.

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1. Direct interaction is not always bad.
2. Indirect interaction is not always good.
3. This talk will focus on competitive 3+ player games.

CLARIFICATIONS

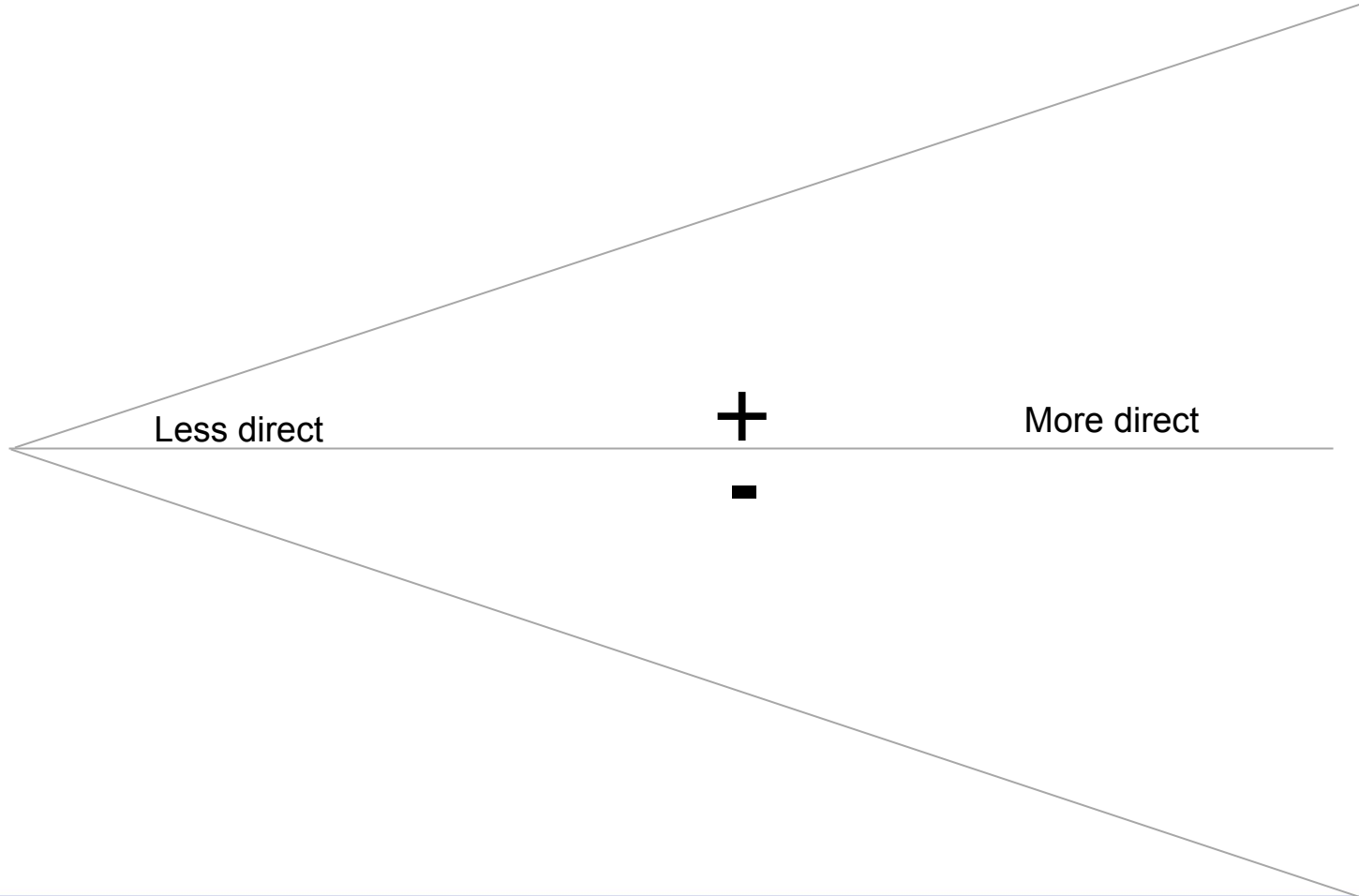
1. Direct interaction is not always bad.
2. Indirect interaction is not always good.
3. This talk will focus on competitive 3+ player games.
4. The goal here is to expand your designer toolbox.

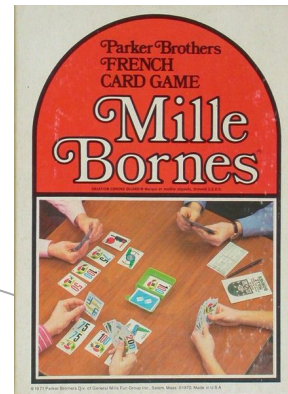
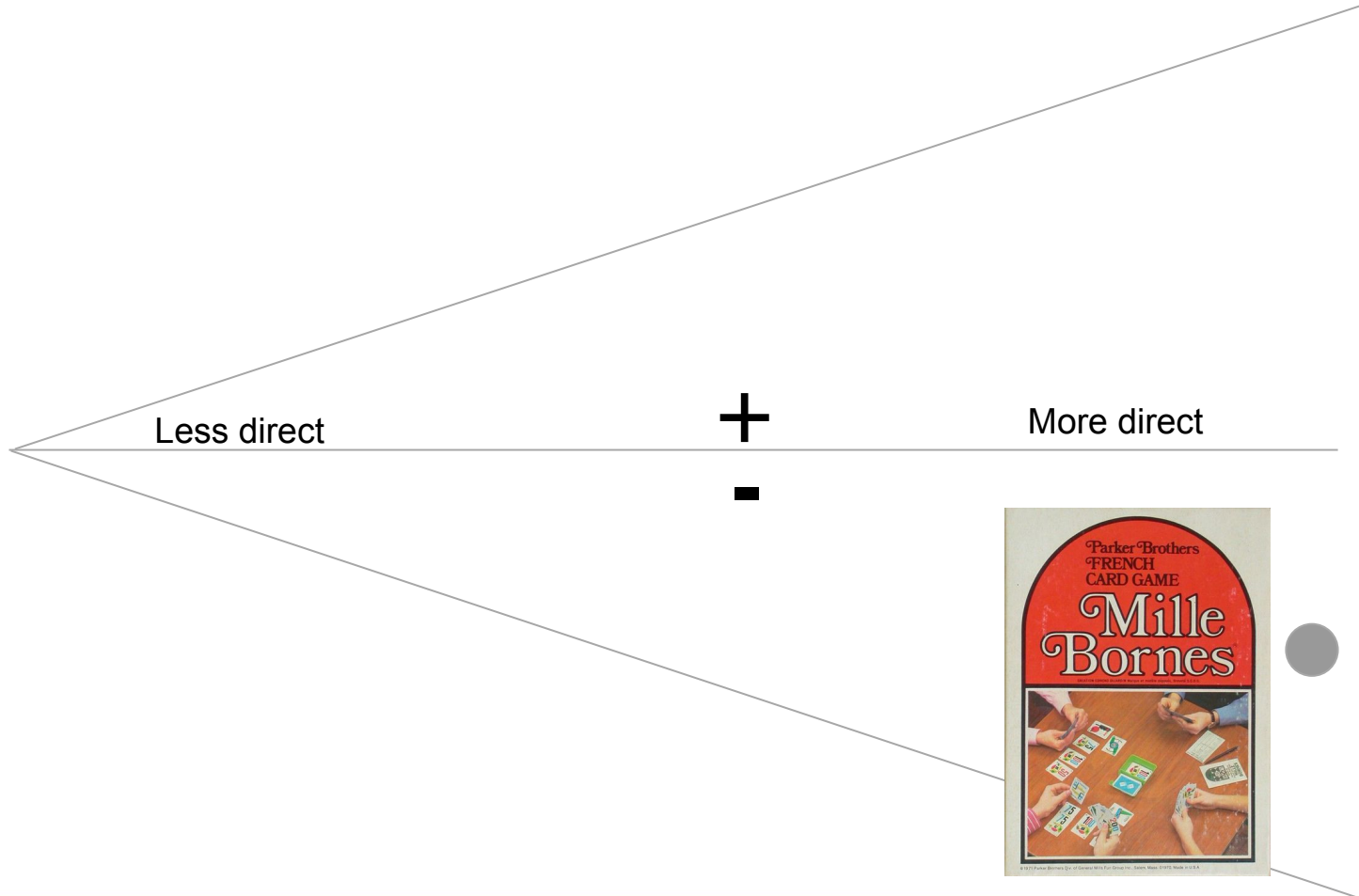


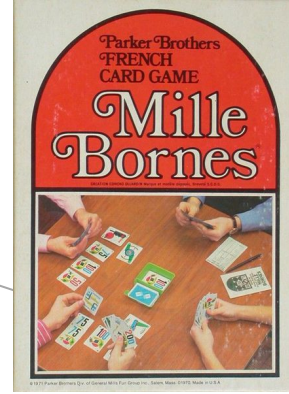
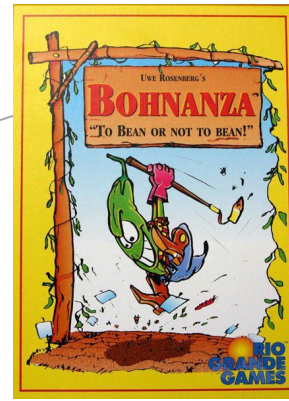
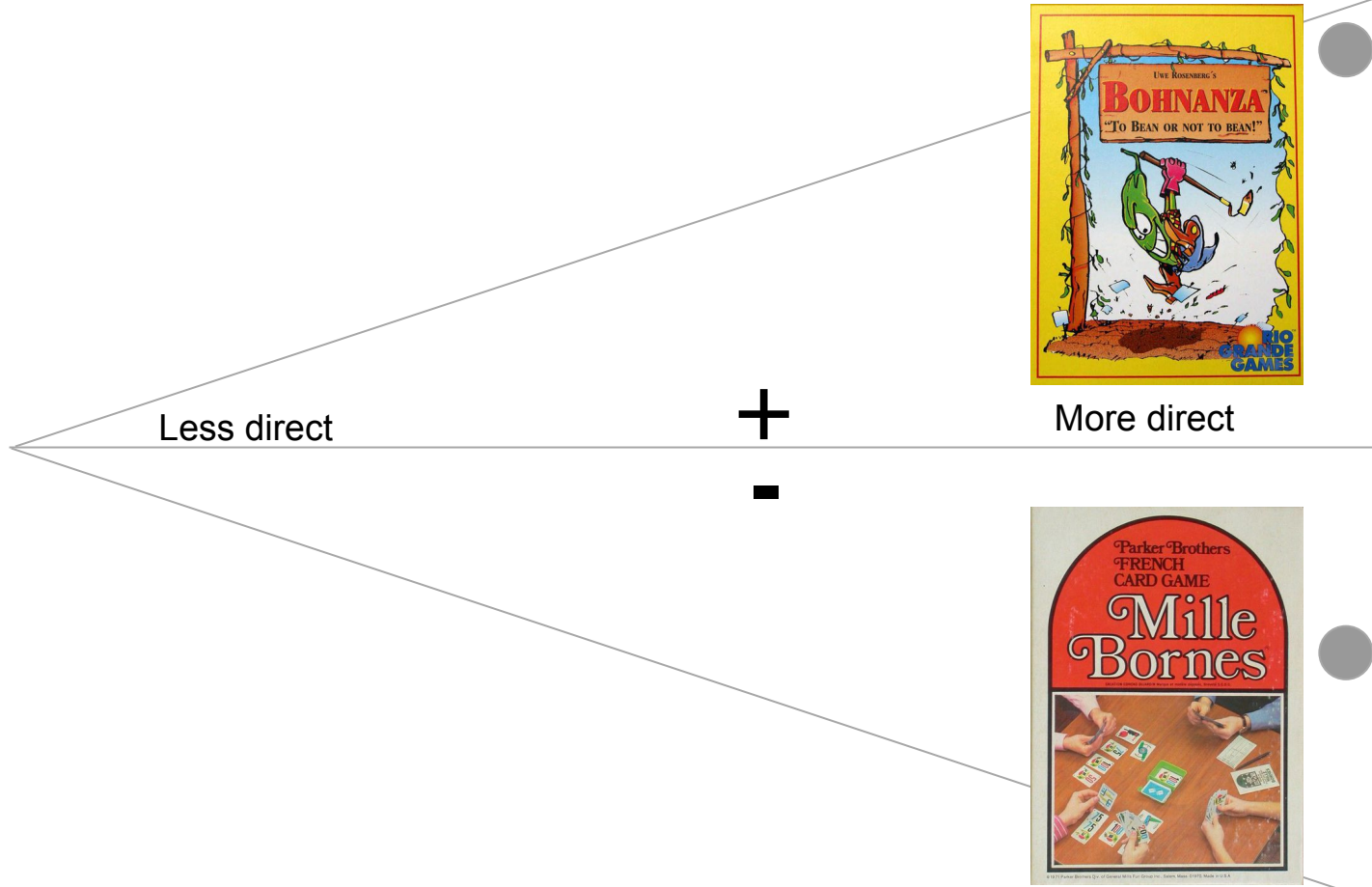
WHAT IS INTERACTION?

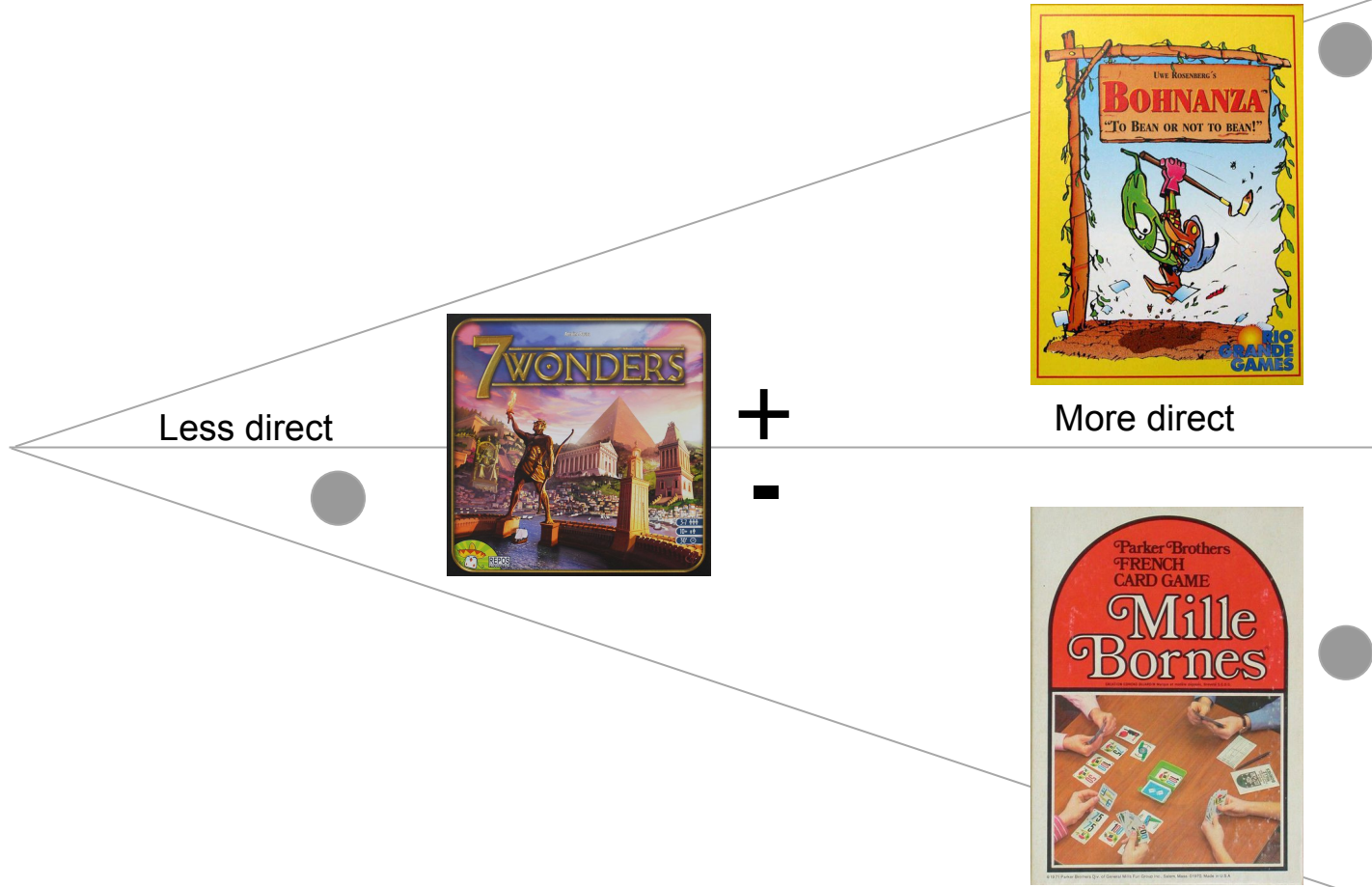
The ability to alter another player's game state.





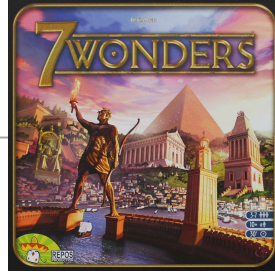






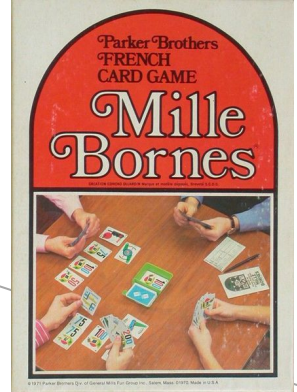
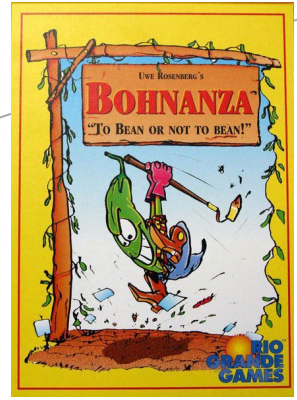
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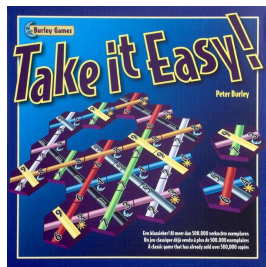
Less direct



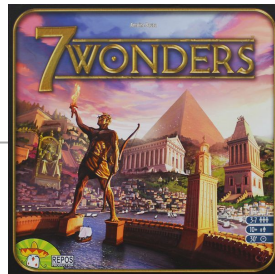
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More direct



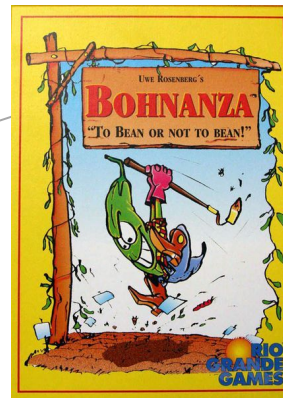


Less direct

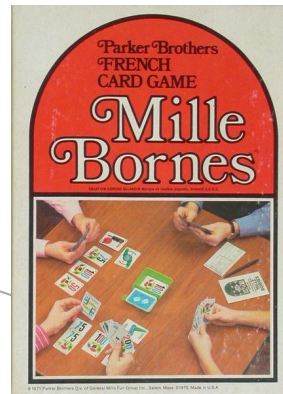


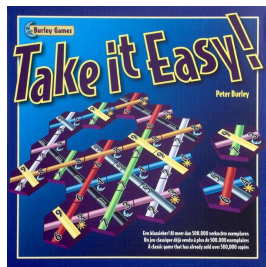
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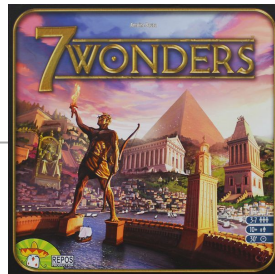


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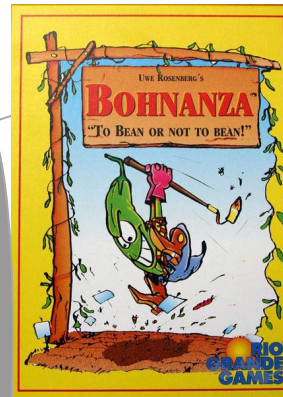
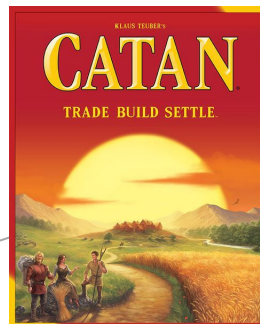


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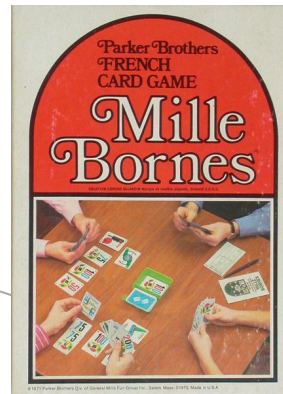


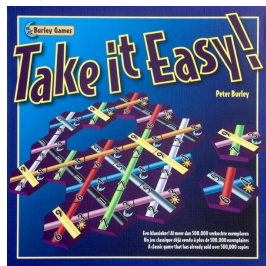
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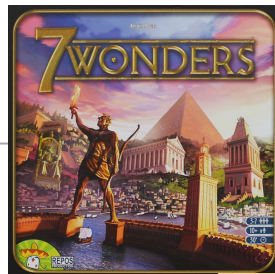


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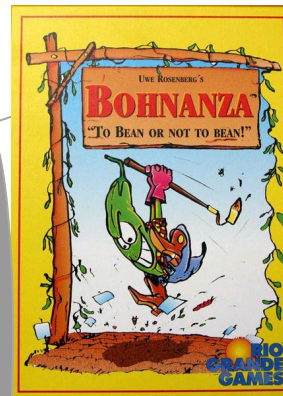
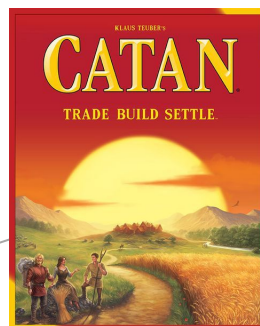


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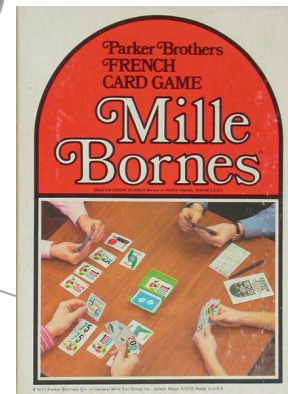
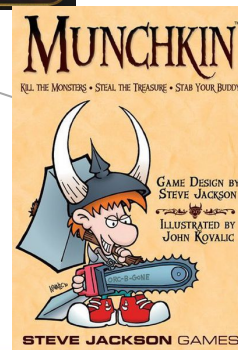


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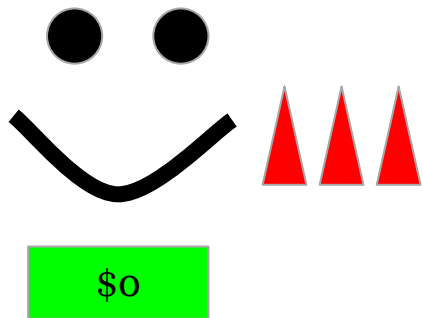
More direct



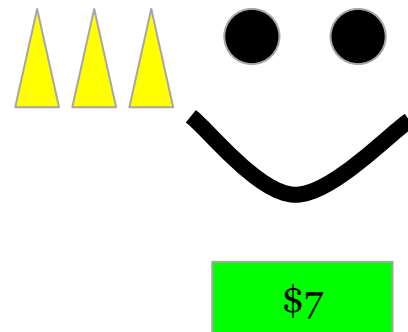


SCALES

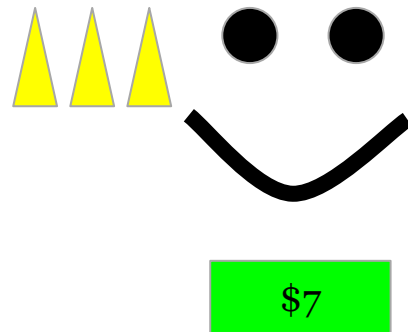
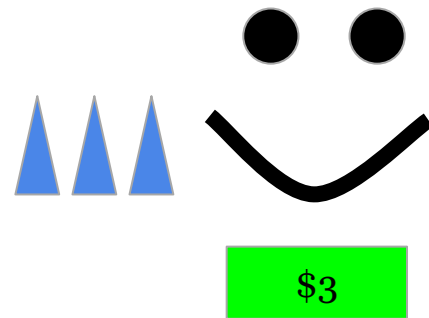
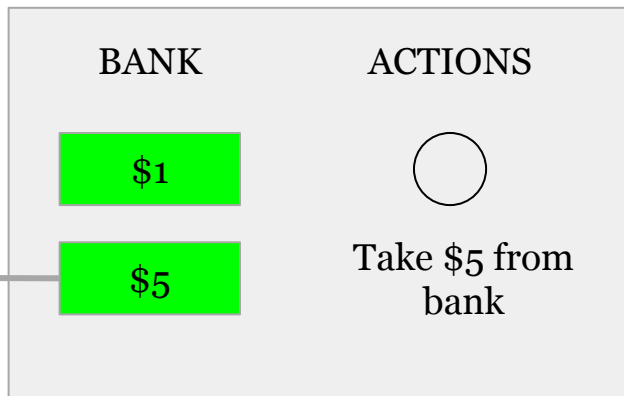
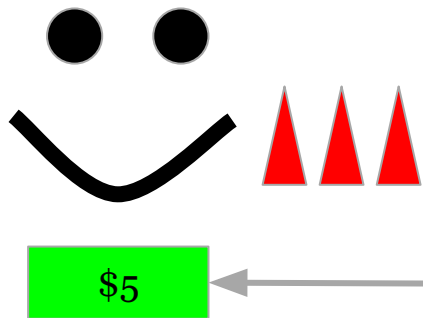
1. Personal
2. Global
3. Adjacent



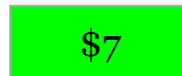
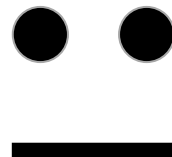
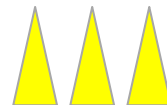
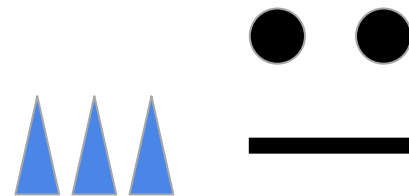
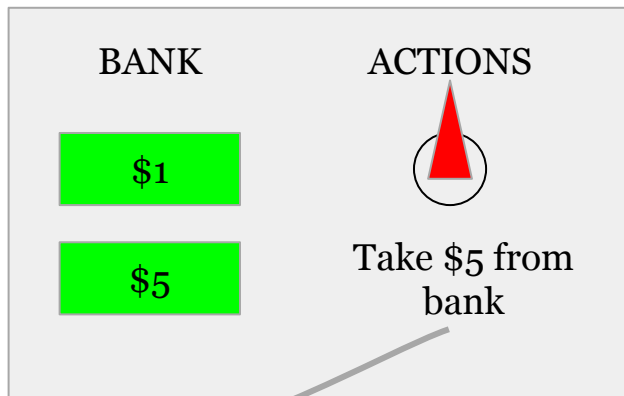
BANK	ACTIONS
<div>\$1</div>	<div><div></div></div>
<div>\$5</div>	Take \$5 from bank



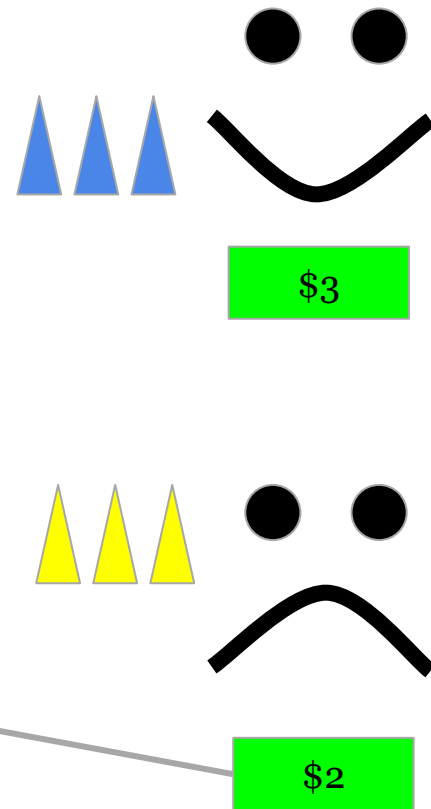
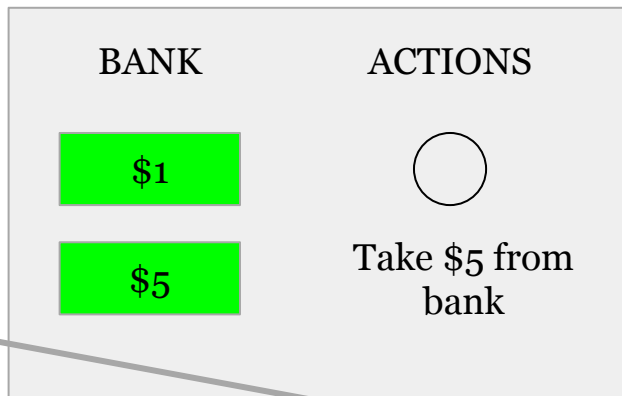
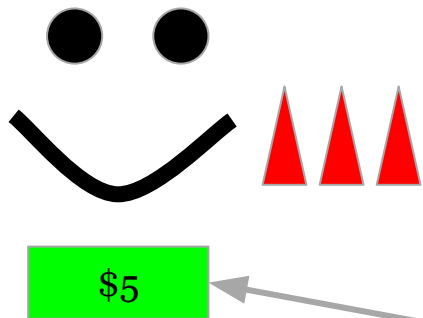
Personal Scale

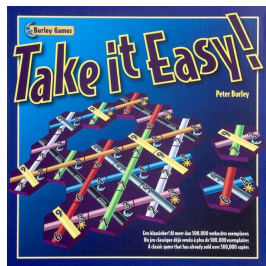


Global Scale

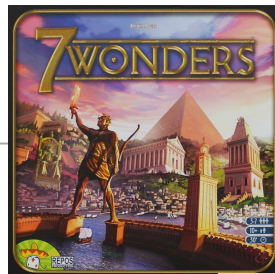


Adjacent Scale



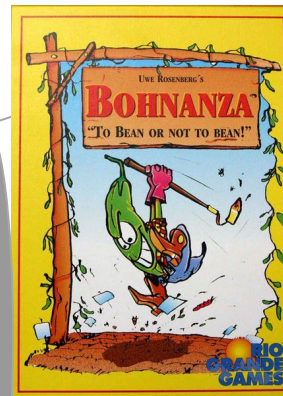
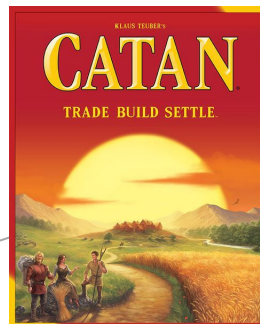


Less direct

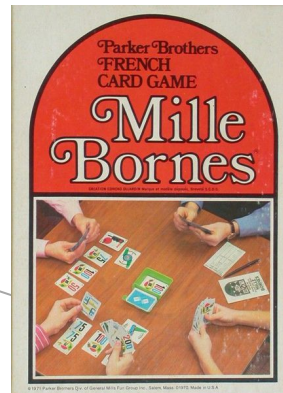
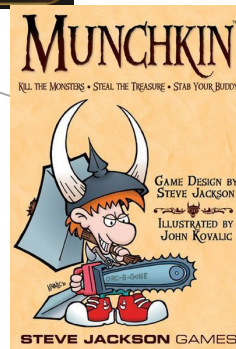


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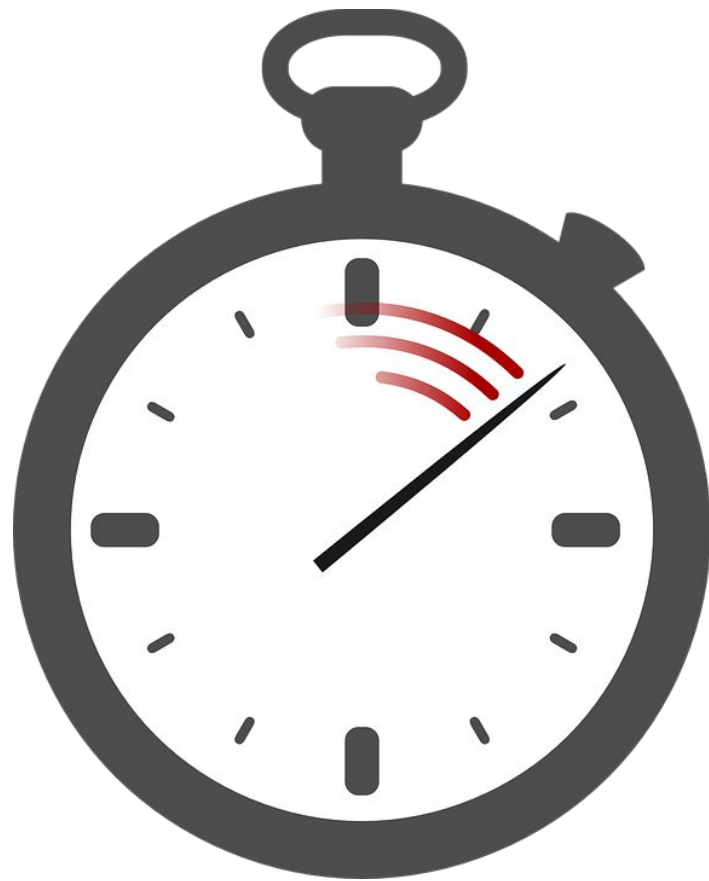
More direct



When to go indirect?









M:tG's player psychographic profiles

- Timmy/Tammy
 - Wants to *experience* something
 - Power, social, exploration, adrenalin
- Johnny/Jenny
 - Wants to *express* something
 - Combos, offbeat, artistic, impossible
- Spike
 - Wants to *prove* something
 - Innovate, tune, analyze, nuts & bolts



MEANING

Thank you!

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@gilhova
gil@hova.net

