



learn network inspire

Game Developers
Conference

08



The Changing Face of Casual Games

Chris Early
General Manager
Microsoft Corporation

February 18-22, 2008
San Francisco

www.gdconf.com



Game Developers
Conference

08

The Changing Face of Casual Games

Chris Early
General Manager
Microsoft Corporation



CMP

United Business Media

WWW.GDCONF.COM



WELCOME



Change

Players Change



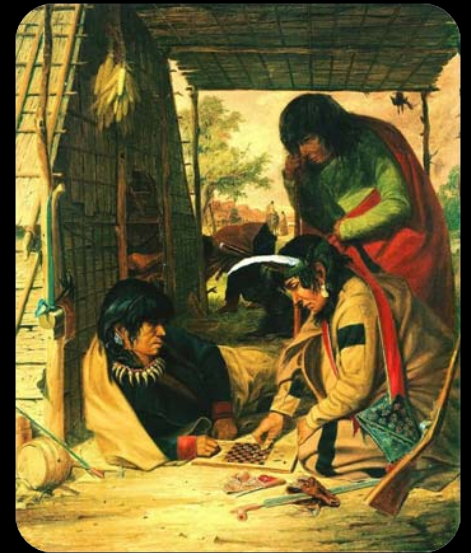


Players Change

Who will you design for?

The Dawn Of Casual Games





People and **Fun** are the consistent concepts

Game Platforms Change





Original Apple II

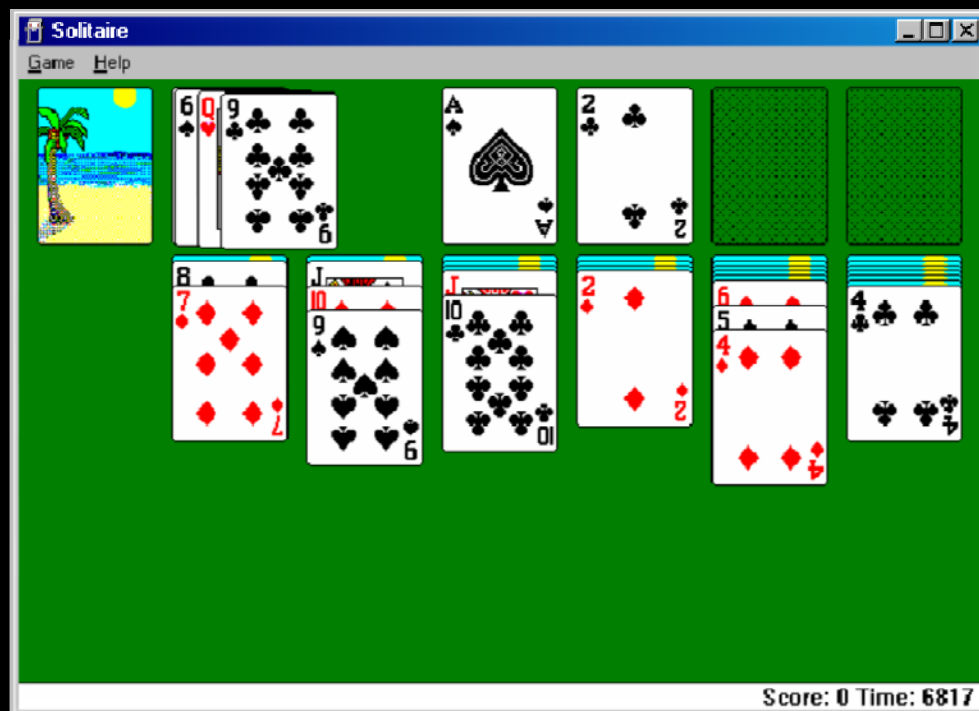




Game Platforms Change

**What game platforms will you
support in your design?**

Games Change





LOBBIES

MPLAYER

QUAKE

WANT MORE GREEN ROOMS? [CLICK HERE](#)

HOLD TO TALK

Rincewind

- ✓ Coldron
- ✗ deathmons
- ✓ HeCHoMaH
- Rincewind
- ✓ Silverstreak
- ✓ Syko
- Tical

The Den

Scribble Gallery

	O	
		X

R {
N

B

Back to Lobby

JOIN GAME

Room created by Topgun!
Quake (shareware) 41
For 3-8 players

Rincewind: Hey Tical! Want to join these guys?
Tical: Definitely Coldron is the best Quake player.
Rincewind: Cool. I'm going in.
Tical: I'm gonna go get SickBoy. We'll be back.
Rincewind: See you in there!

Backgammon

Chess

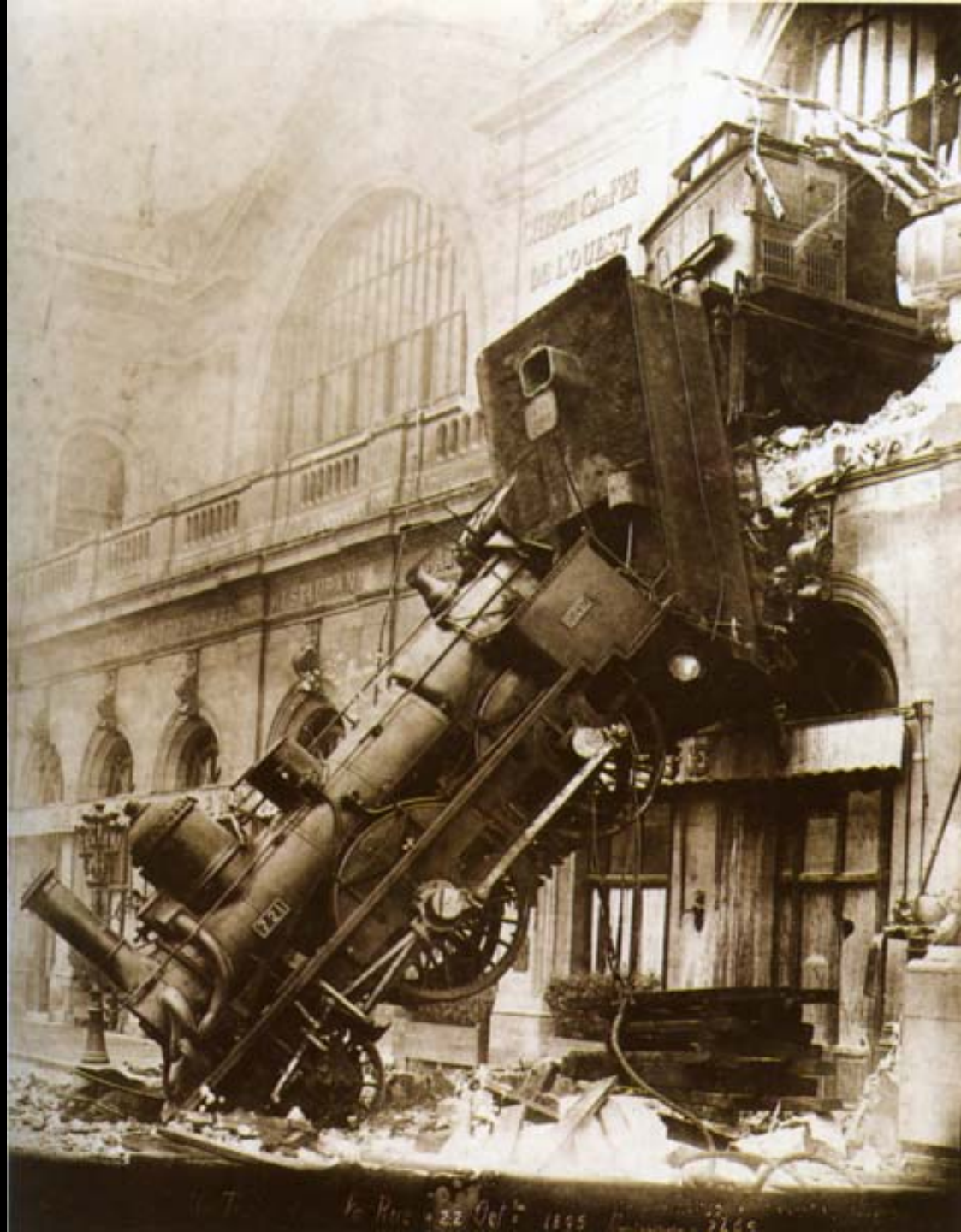
Mah Jong

Poker

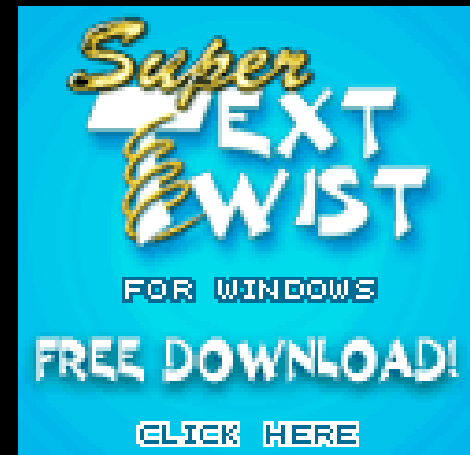
Hearts

Checkers

Spades

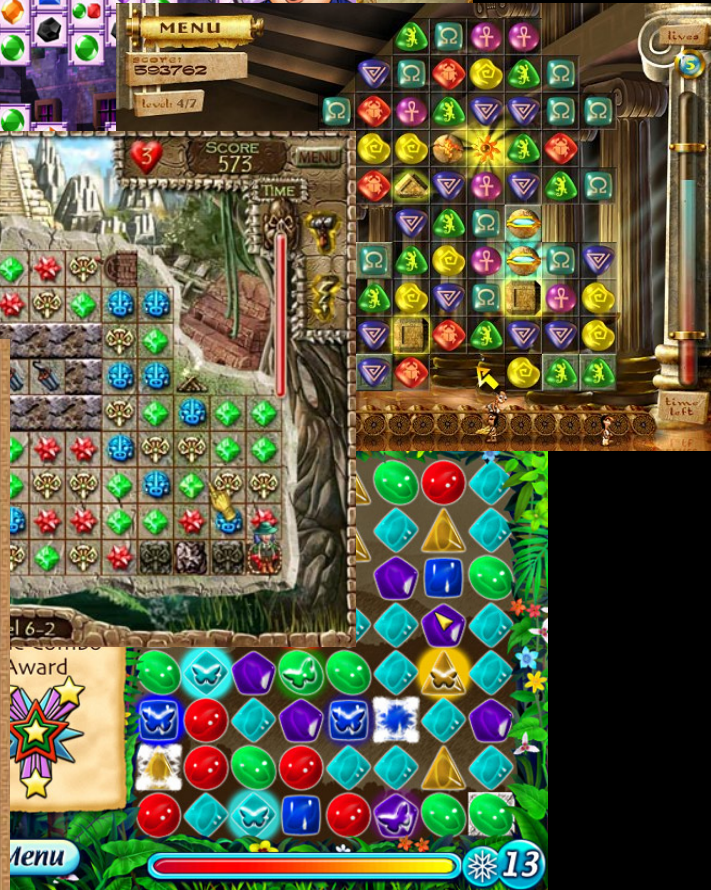


121
Le Roux - 22 Oct - 1895 - 2265



Business Models Change

**What business models will you
support in your design?**





Social – Play with My Friends

Approachable

Fun

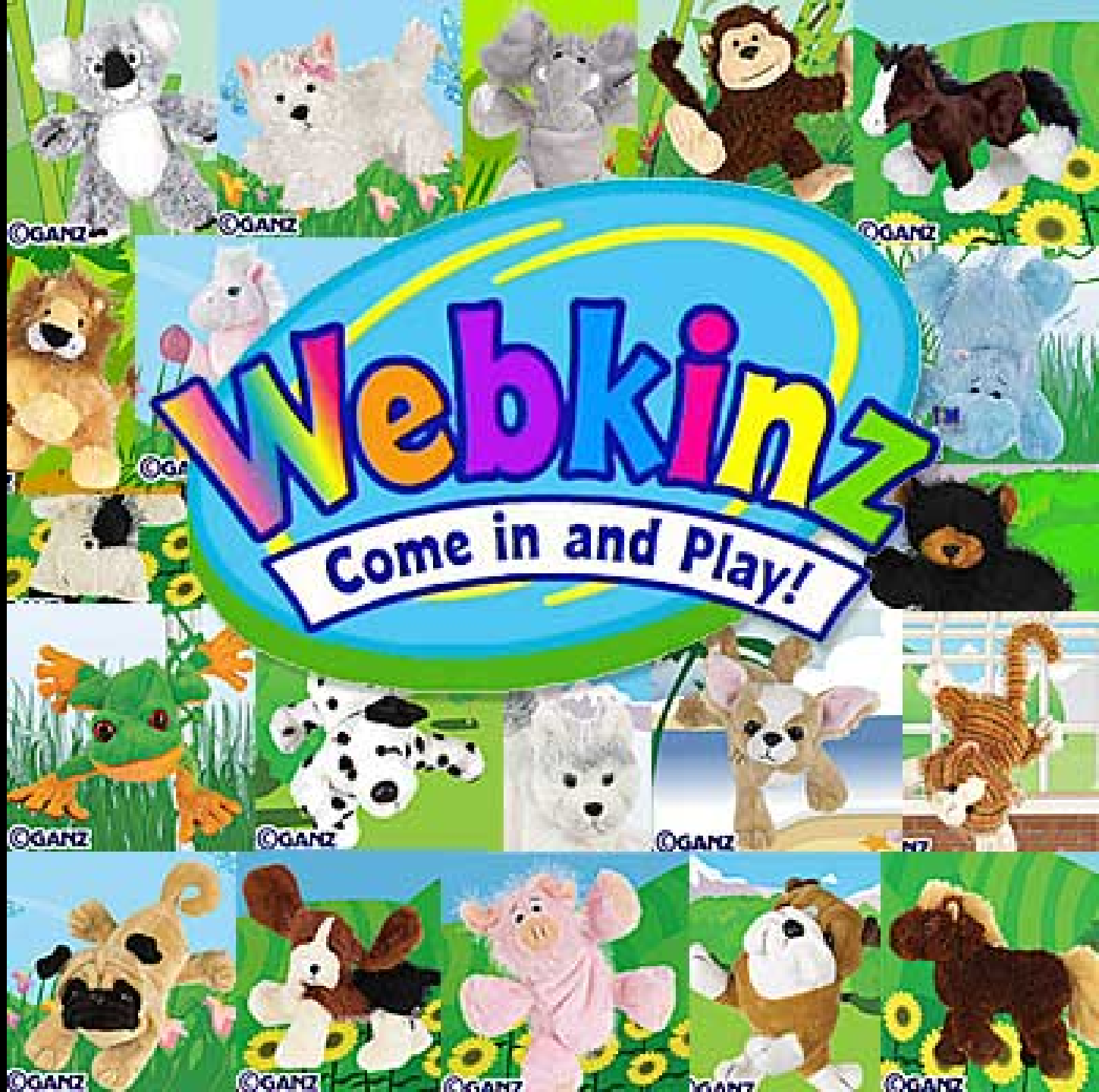
Innovative Concept – Training – Education

Innovative Concept – Emergent Play

Innovative Concept – Business Model Change

Seeking Innovative Concepts







Wshop

PIRATE THEME



BACK



THEME PREVIEW



PREVIEW



ADD TO CART

NEXT



CATEGORIES

KINZCASH LEFT

₩28



ITEMS

TOTAL COST

₩0

CHECK OUT



Arthur



😊 Happy 99
♥ Health 98
🍴 Hunger 83
₩ :28 7:36 pm KT

Food

Objects

Furniture



4



6



HELP

THINGS TO DO

Innovative Concepts?

Physical to Digital Crossover

Meta Game/Value System

Persistence of Data/Character

Item Purchasing

Approachability

facebook®

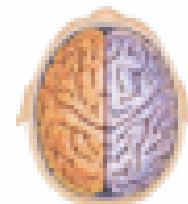


myspace®
a place for friends



scrabulous.™

Logical vs
Creative



Search ▾



Applications

edit

- Photos
- Groups
- Events
- Marketplace
- Cities I've Visited
- Where I've Been
- Circle of Friends

▼ more

**Wanna give a real gift? Send an MP3!**

Set up an MP3 wishlist that plays, get free songs & gift your friends

[➔ Give an MP3](#)[My Slayer](#) | [My Werewolf](#) | [My Vampire](#) | [My Zombie](#) | [Refresh Profile Zombie](#)[Help \(New!\)](#)**Zombies**[+ Bite some chumps!](#)[My Zombie](#) | [Rank](#) | [Fight!](#) | [Blog](#) | [Coven](#) | [Feed](#) | [Store](#)[Fight Slayers](#) | [Fight Werewolves](#) | [Fight Vampires](#) | [Fight Zombies](#) | [My Fight History](#)**NICE, YOU WON!****YOUR ZOMBIE JUST ATE THAT CHUMP'S ZOMBIE FOR BREAKFAST.**You attacked Jay Moore's Ensign Zombie Newbie **1 time**In the end you **won** the fight by winning **1** of the attacks!You earned **2 Zombie points** and Jay earned **0 Zombie points**You also earned **1 Zombie Buck** to spend in the Zombie Store!Basically, **you are more awesomer than Jay**. Nicely done.

What now?

- [Attack Jay again!](#)
- [Buy weapons, armour, and chicken suits.](#)
- [Mock Jay on their Zombie wall.](#)
- [Find other Level 2 Zombies to fight.](#)

**Your Fighting History**

Total Wins:	34
Total Losses:	52
Total Zombie Fighting Points	84

WANT SOME MORE?

Innovative Concepts?

Asynchronous Play

Play With My Friends

**Social Network Advantages –
Pyramiding**

Persistence of Data/Character

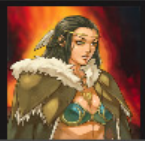
Leaderboards

PUZZLE QUEST

CHALLENGE OF THE WARLORDS



Ulrika



Profession: Druid

Level: 23

8810

13230

(Next level at 13900)

Windsday, 4th of Evenstar, 3903



Wyvern Meat (Drong's Larder)

50%



Seeking Advice

0%



Spine of Sartek (Primary Quest)

0%



Fourth Gear

0%

Tusk

Arik's Arena

Volcano

Hyaan

Horned Temple

Dragonreal



Menu

Ulrika

L11

Encounter

Liche

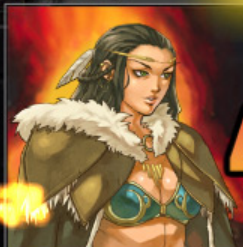
L11

18 of 76

48 of 93

2126

2439



Gemberry

4 6

Channel Air

3 3 3

Entangle

12 12

Calm

2 3

Forest Fire

6 8

Call Lightning

6 9 6

Rabid Bite

12 9

4-OF-A-KIND

Take Another Turn +8



Turn: 4

LB

RB

2
7



Wake the Dead

10 4

Death Gaze

30 20

Innovative Concepts?

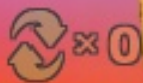
Meta Game/Value System

Persistence of Data/Character

Leaderboards

Mini-Games = Many Wins





CRAZY RACING

LAPS 1 / 3

TIME 0:03:16

BEST 0:00:00

5th

- 경석보이 I
- 있퍼질래훔 I
- 독도니꺼 III
- dmewls6552 III

경석보이꺼
dmewls6552

있퍼질래훔

120279

120279 I



116

km/h

LUCCI

49



Preview

Groxx



My Cash

Unknown

My Lucci

543



Recharge Cash



Use a coupon



New items



Character



Kart



Wear Item



Kart Mods



Item, Etc

Shop

Marathon E2

NEW

4000 Lucci

Buy Gift

Nightstar

NEW

1000 Lucci

Buy Gift

Sunstar

NEW

1000 Lucci

Buy Gift

2008

NEW

1000 Lucci

Buy Gift

Burst E2

NEW

3000 Lucci

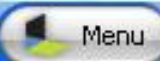
Buy Gift

Holiday

NEW

1000 Lucci

Buy Gift



Garage



Shop



Gift Box



Quest Info



Innovative Concepts?

Play With My Friends

Item Purchasing

Persistence of Data/Character

Leaderboards







Innovative Concepts?

Casual/Core Companion Gaming

**Casual Play Success improves Core
Game**

“My Play is Valuable”

Mini-Games = Many Wins

ROCK
BAND

Wii™

GUITAR
HERO

Innovative Concepts?

Play With My Friends

Approachability

Physical Play

Collaborative

Persistence of Data/Character

Leaderboards



Everything Changes!

How will you innovate with
your design?

Innovative Concepts!

Asynchronous play

Persistence of data/character

Meta game/value system

Casual play success
improves core game

Approachability

Physical play

Collaborative

Leaderboards

Play with my friends

Physical to digital crossover

Casual/core companion gaming

Mini-games = Many wins

Social Network
advantages – Pyramiding

Item purchasing

My play is valuable

Training – Education

Emergent play

Business model change

FUN!



Asynchronous Play

Persistence of Data/Character

Meta Game/Value System

Casual Play Benefits Core Game



Seeking Change...
Discovering Innovative Concepts





Embrace
Change