

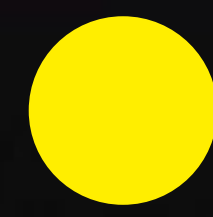
A Dictionary of Game Mechanics

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Capstone 2017 | UW iSchool | UW GAMER Group



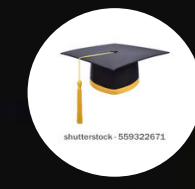
GAMER group



What is it?

Most art forms have an accepted and structured vocabulary to describe how they are created and consumed. Games haven't gotten there yet. This project is intended to serve as a jumping off point for building and/or organizing such a vocabulary, specifically focussed on game mechanics.

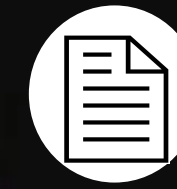
Who needs it?



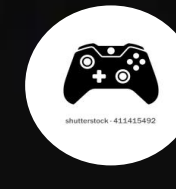
Students



Designers



Academics



Gamers

Process!

The original form was a group project I did for a class. It was over 70 pages long, and initial stakeholder feedback was that it was not useful.

Elicit feedback from diverse groups

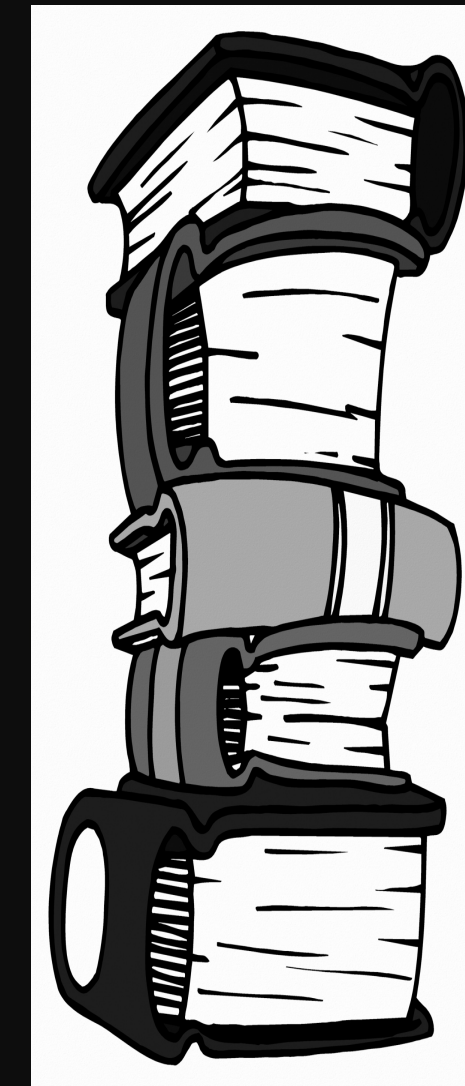


This was the bulk of Project Activity. Ultimately, I Focussed on three groups.

- Academics
- Designers
- Gamers

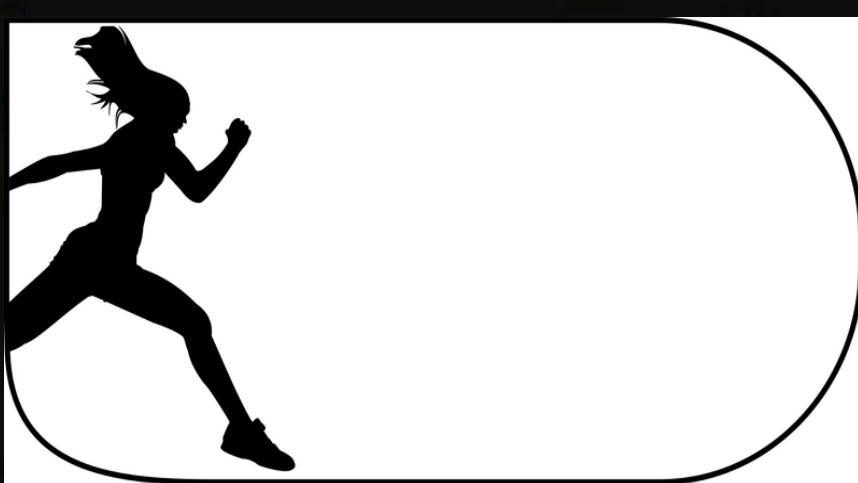
Each Group was interested in something different. This required me to produce taxonomies on different models.

Game Thesaurus 1.0
(Artist's rendition)



2 Taxonomies, 2 approaches

Academics were interested in how different gameplay mechanics affected player learning. To facilitate this, they needed a linguistic tool to describe the mechanics of player actions.



Designers were more interested in a traditional Taxonomy that could describe many different mechanics in an intuitive manner. This resulted in a more traditional taxonomy.



What's Next?

There are a great number of ways to build on this work. The taxonomy itself could certainly be further refined. I think the most promising avenue is to use the existing taxonomies to establish a game mechanics wiki. While several similar wikis exist already, they are all significantly smaller than this project.



Testing

I tested the linguistic taxonomy by seeing if it could be used to describe a number of game actions and states.

To test the traditional taxonomy, I asked a listserv group to supply me with the most mechanically diverse games they could think of. Subsequently, I was able to describe these games in a recognizable way.