**CHAPTER 6 DESIGN ETUDE**

Design must ever adapt to its context, functional-aesthetic goals, and medium. We have presented some considerations for artfully crafting play and games, and argued for their potential to create new forms of interactive, artful experiences. Let’s put some of that into practice...

**Part 1: Analyze & Articulate**

Compile a list of your favorite games, as diverse a list as possible. They can be video games or anything else! Analyze each of them and break them into mechanics, dynamics, and aesthetics. In other words, articulate the underlying rules designed into the system, the behaviors they encourage, and the aesthetic takeaway -- which types of aesthetics were experienced?

- Some examples
  - Minecraft
  - Papers, Please
  - Braid
  - World of Warcraft
  - Monument Valley
  - Journey
  - Firewatch
  - Overwatch
  - Everything
  - Getting Over It
  - Legend of Zelda
  - With Bennett Foddy

**Part 2: Imagine & Sketch**

Design a game for fun. Think about the aesthetic aims -- what do you want your players to feel? Work backward and invent the mechanics -- test/imagine/deduce what dynamics might be fostered and use it to further refine the mechanics!

**Part 3: Gamify**

Take something in your daily life or work -- something that is ostensibly not a game. Design rules around that to change behavior for you or someone else!

- Examples
  - Achievements for household tasks
  - Incentives for exercising (e.g., doing pull-ups)
  - See “if I can do it” or “do it more efficiently”
  - Gamifying office behavior

Byron: “I put a pull-up bar outside my bathroom and do 10 pull-ups before using the bathroom each time!”