

Playtesting Workshop: Explore

Recon Activity: Composition Box Guide

So, you've started brainstorming ideas for your game or experience! Use this visual organization tool, a Composition Box, to gather your design team's and stakeholders' ideas, inspiration, expectations and needs, and start developing your player experience goals. You might not be able to answer all of the questions below, and some will be more relevant to you than others—so choose where to focus your energy. To do this exercise you will need a poster, markers and printouts of images that inspire you.

Start with what you know. Write a one- sentence description of your game or experience.

Game Description



Inside the box collect the ingredients that might go into creating your game: from game assets, to ideas, to personal experiences, to themes and styles.

Inspiration!

Gather together games, art, stories, music, characters, and articles. Use images when possible. Try to articulate what inspires you about the examples.

Consider:

- Gameplay—mechanics, level design, feel, POV
- Art—character design, art styles, consider art from different media and eras
- Music—think game soundtrack, theme, feel, or era
- Stories & Articles—What literature, ideas or current events inspire you?

Experiences!

Understanding the past and current experience of your stakeholders is essential to designing a game with meaning and resonance. Remember that your design team's experiences are also valuable fodder for design.

Consider:

- Play experience—How experienced are your stakeholders in your game-type? What kind of games do they have experience playing?
- Technical experience—How technically experienced are your stakeholders? What technical expertise does your design team have? What skills does the design team want to learn or practice?
- Personal experience—What personal experience do your stakeholders and design team have with the themes or subject matter of your game? What personal experiences might affect how they encounter your game and what type of expectations they might have for the game?

Needs!

What need(s) does your game satisfy? Is it a gap in the gaming market? Is it an educational need? An emotional or social need? Does it reach an underserved population?

Consider:

- What are your client's needs?
- What are your players' needs? (What will/should keep them playing?)
- What are the needs of other stakeholders?
- Don't forget the needs of your design team. What do you want to get out of this experience?



What do you want your player to feel or experience? By the end of this process, you should be able to articulate your player experience goals.

Player Experience Goals