

Design Lessons from Multiplayer Installations

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Independent Developer

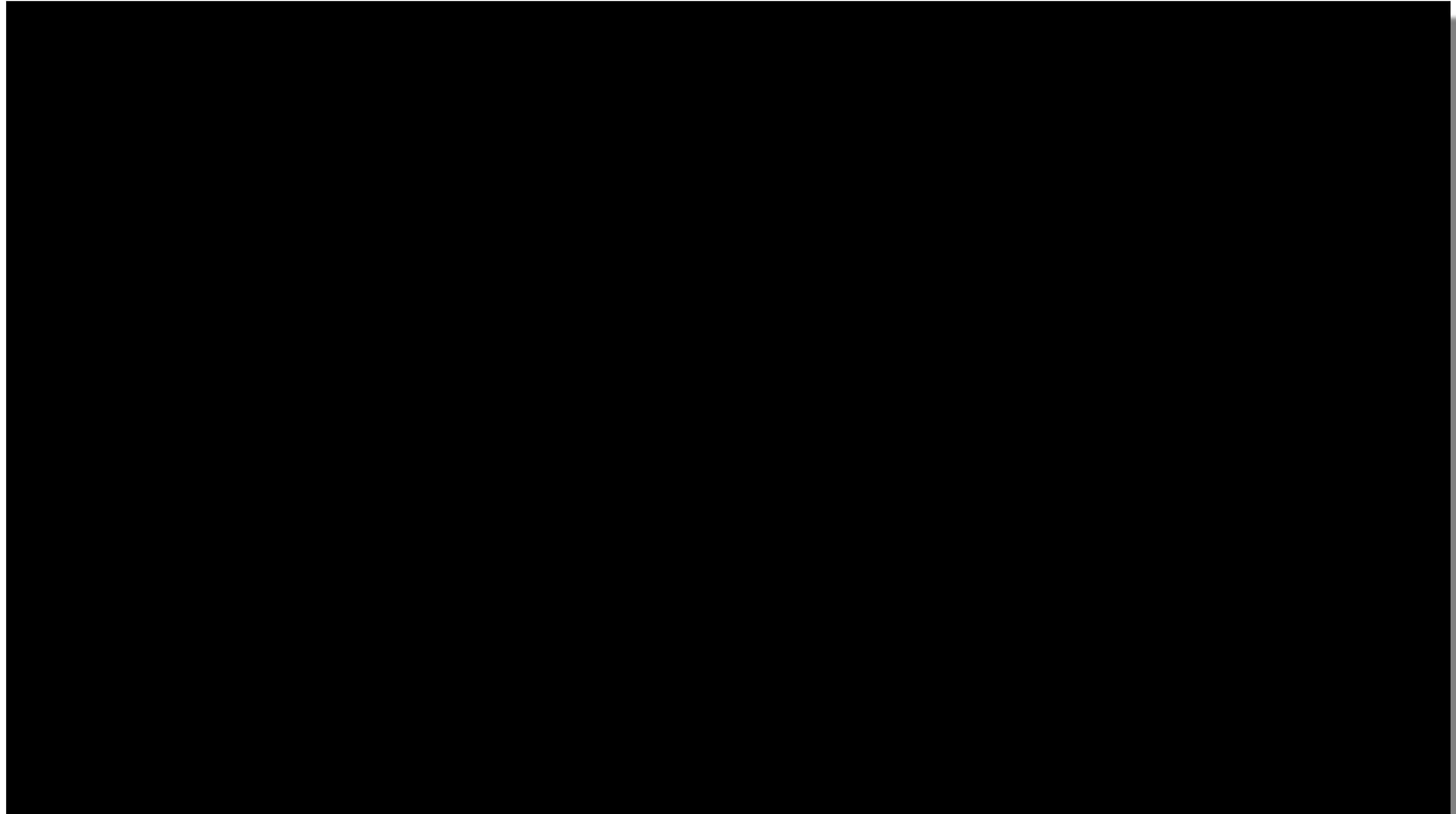


GAME DEVELOPERS CONFERENCE™ EUROPE
CONGRESS-CENTRUM OST KOELNMESSE · COLOGNE, GERMANY
AUGUST 3-4, 2015

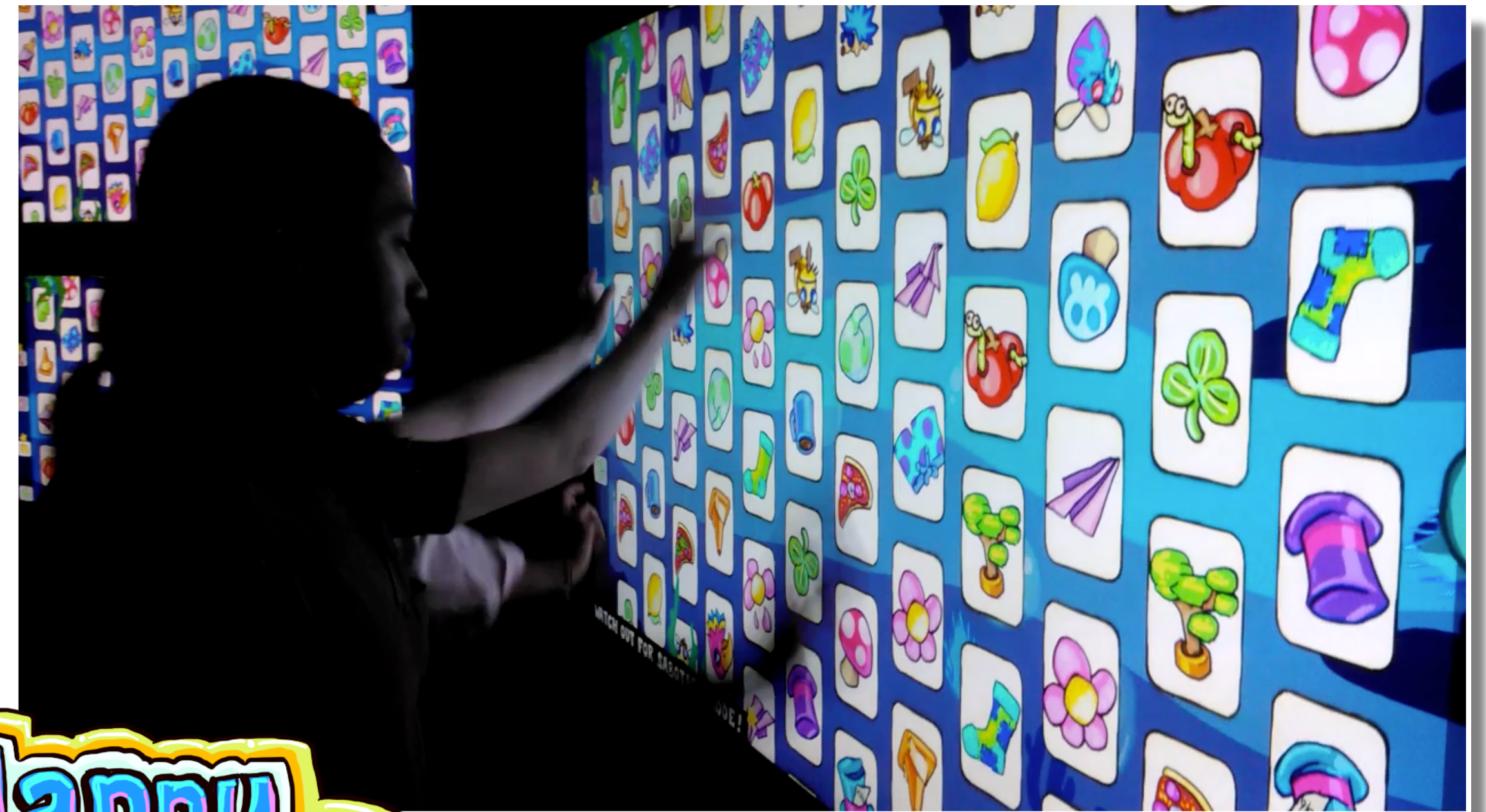
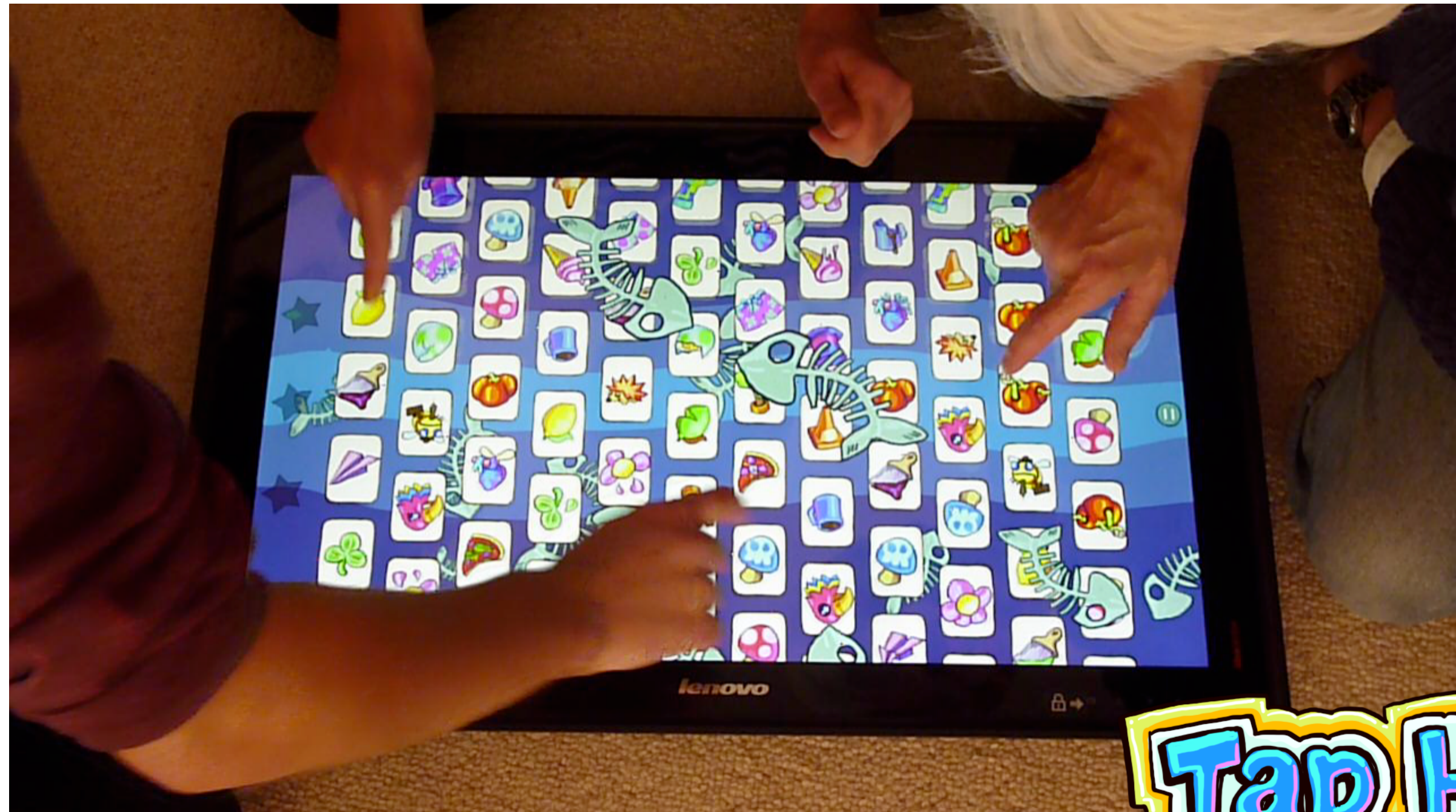
Alistair Aitcheson

- Bristol, UK
- Making games since 2001
- Indie dev since 2010





From touring installations...



Tap Happy Sabotage!



Leftfield
Collection
2014



Winner
London
2014

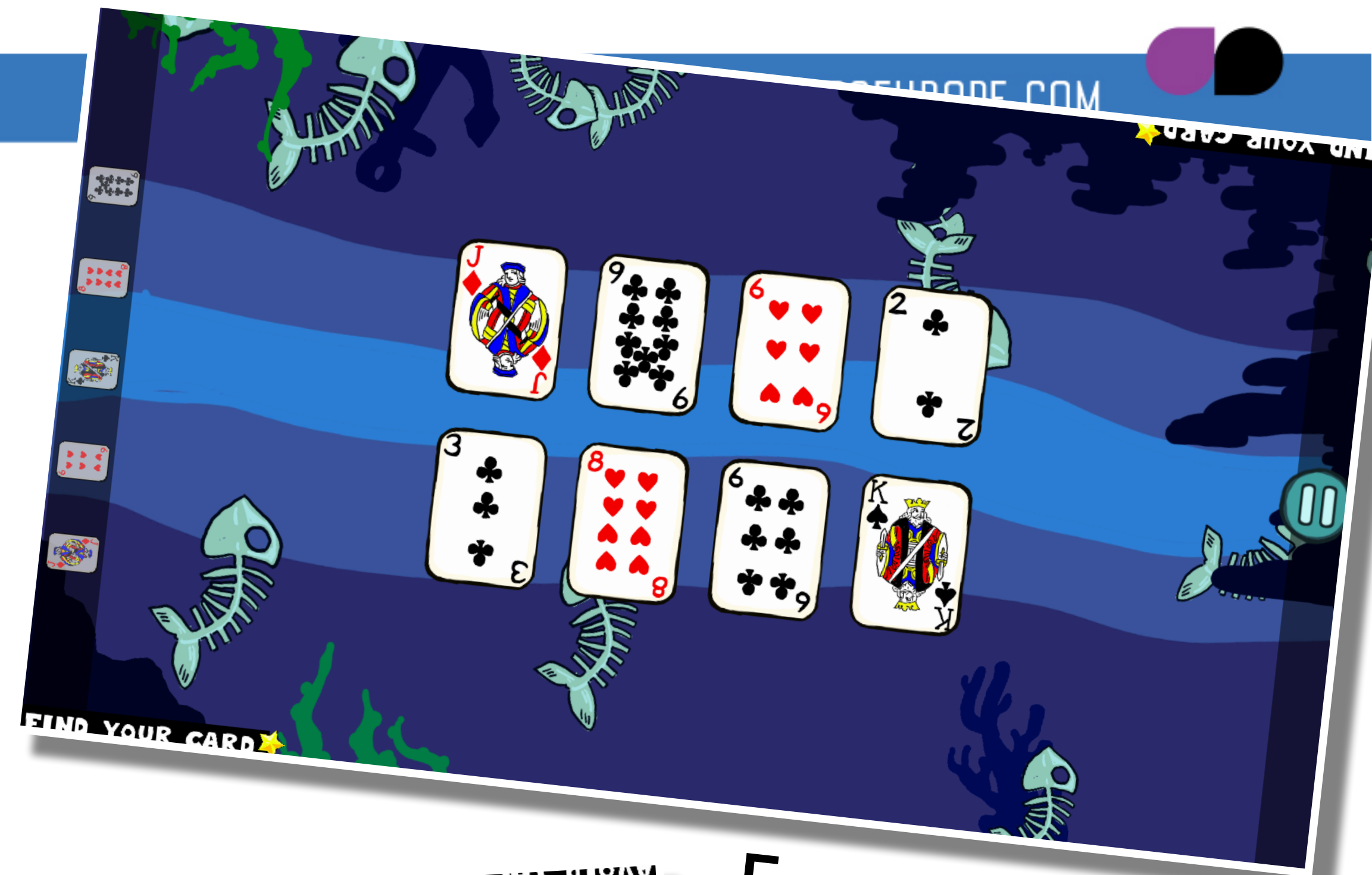


Berlin

2014



Hold 2 of your card



Fewest taps wins



Drag away from
the gad guy



... to static installations..



GameCity 9
Nottingham, UK



National
Videogame
Arcade

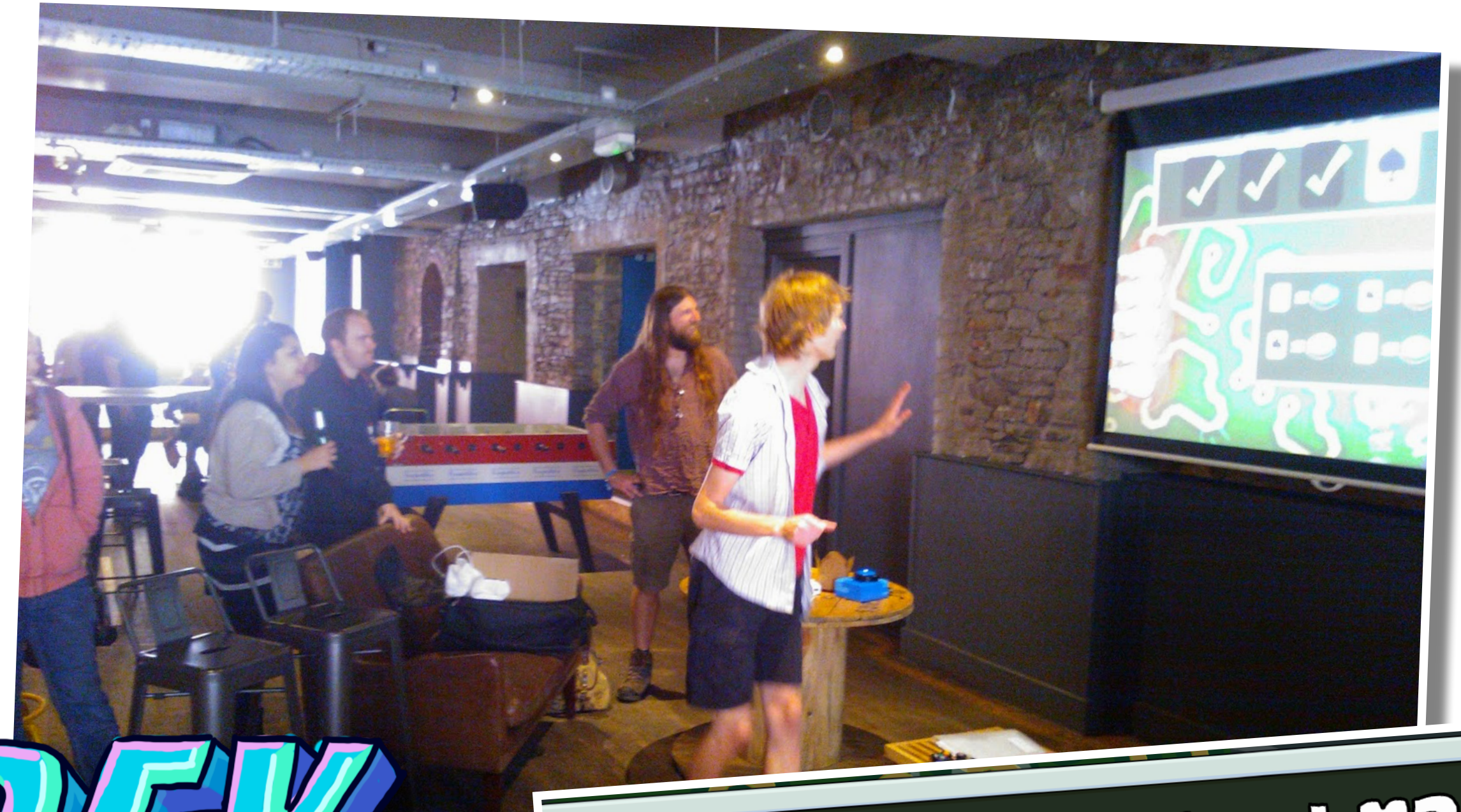


2014

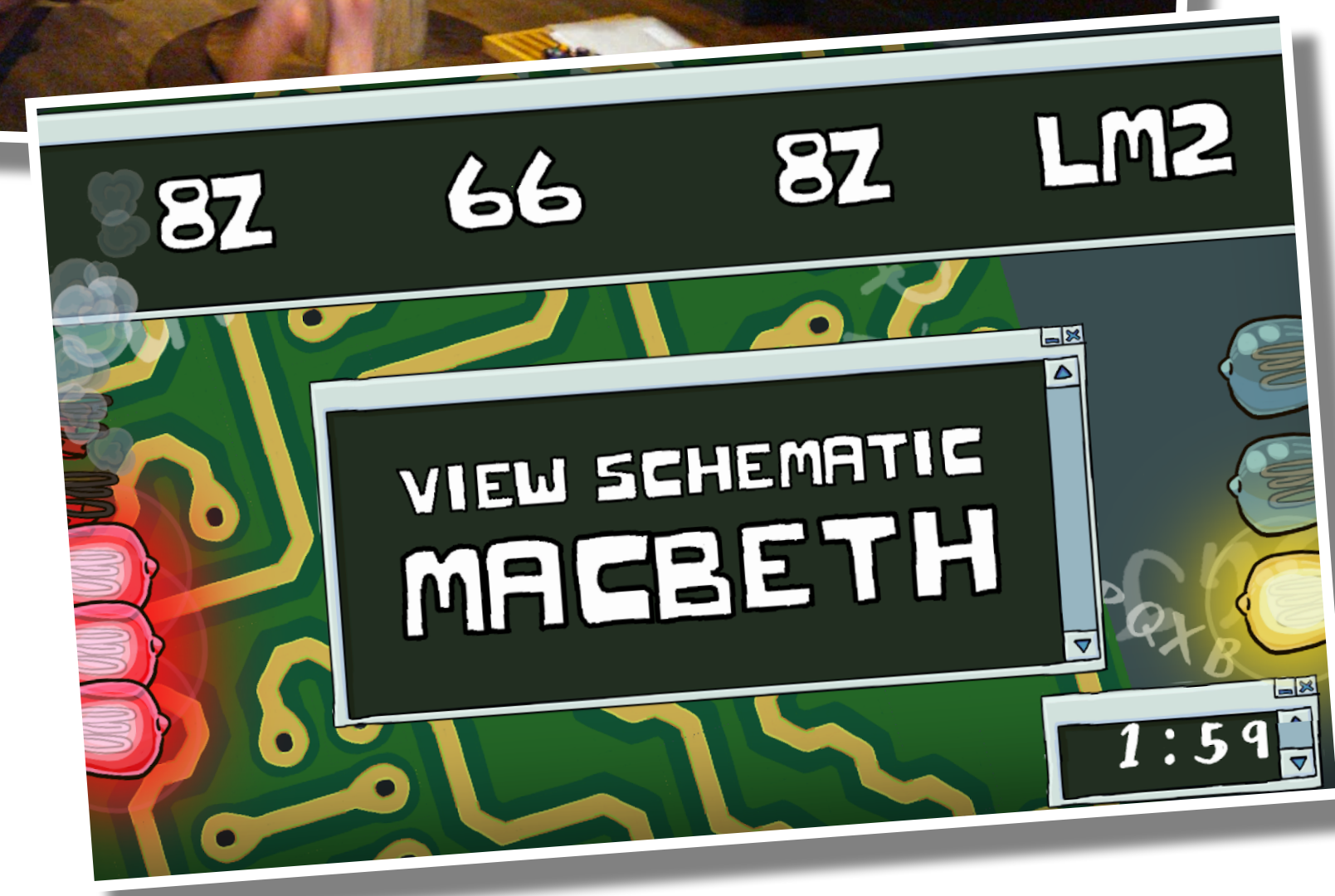
2015



... to something in-between!

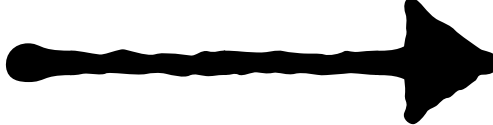


CODEX BASH





Lessons from the real world

- Children and families
 - Non-traditional controls
 - Shared experience
- 
- A hand-drawn black arrow pointing from the left column of bullet points to the right column.
- How do we make players engage with *each other*?
 - How do players digest interfaces?
 - How do we create surprise and motivate play?



Everyone goes home with a story to tell



Physical contact is social



- Cheating is...
- creative
- expressive
- empowering



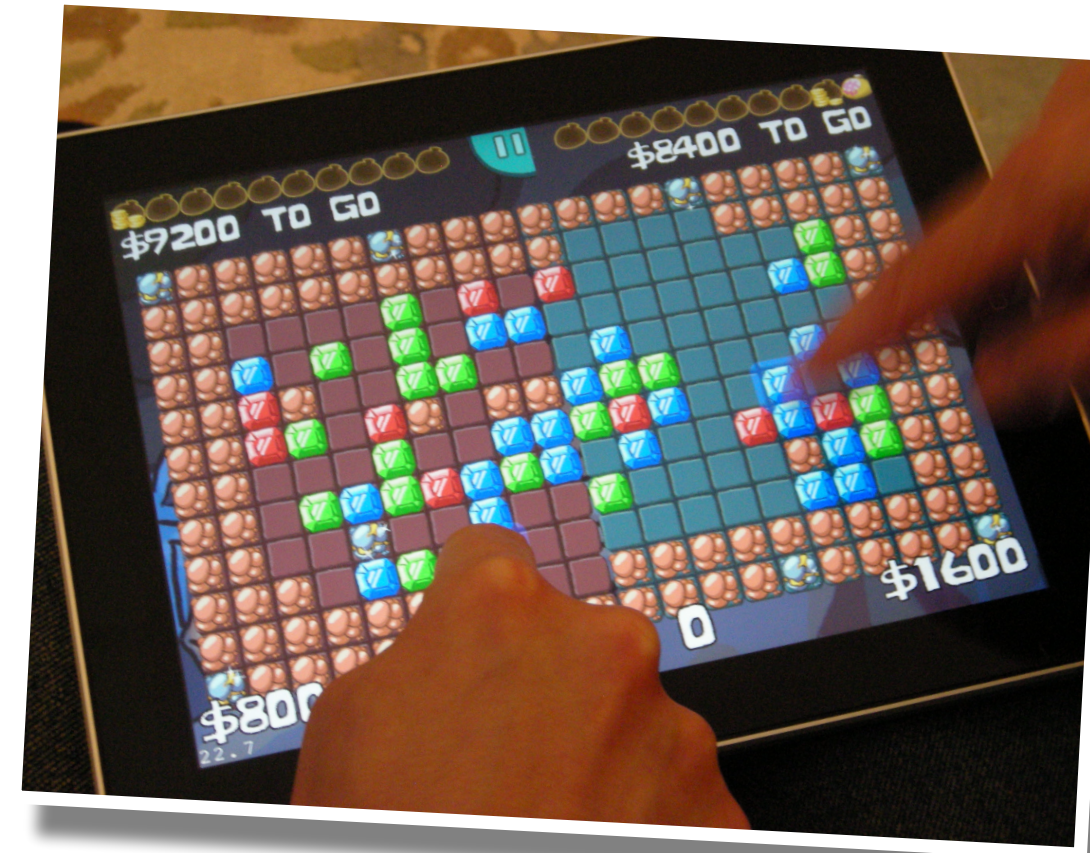
Tap Happy Sabotage!





*My job as a designer is not
to create elegant systems.*

*It is to engineer interesting
social situations.*



Group 4 or more and tap



Point and shoot



Tap your card!



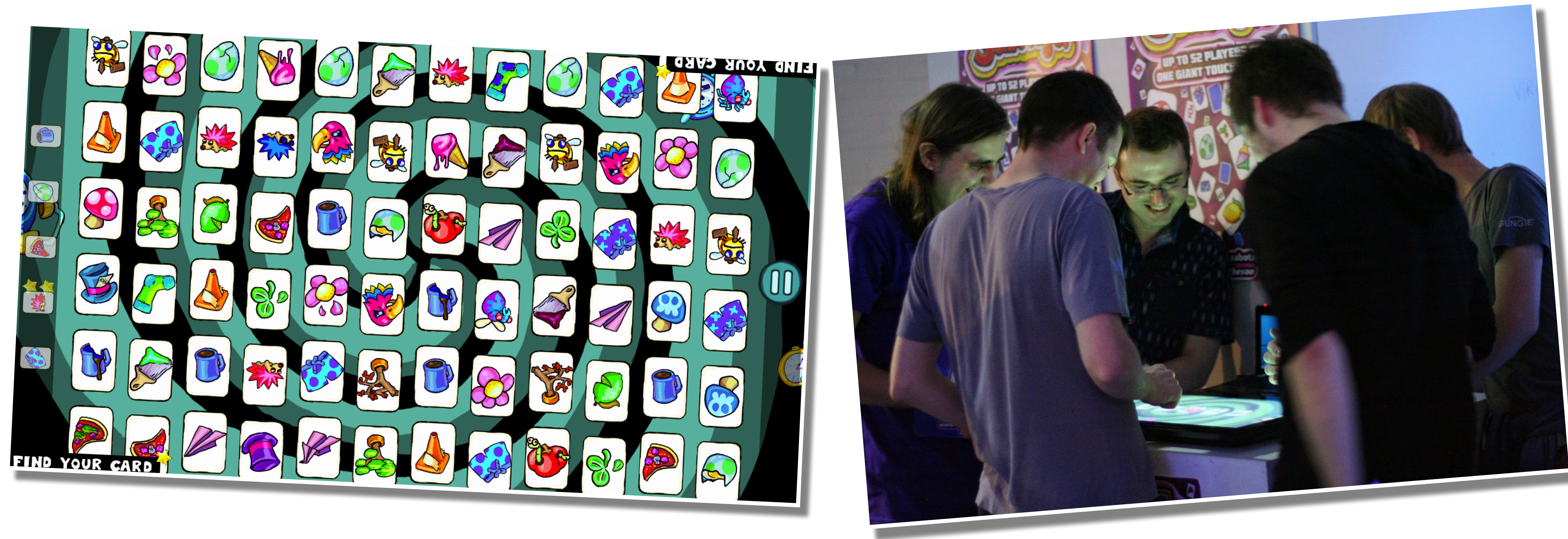
Lives →



← Time



Keeping Everyone Involved



Up to 52 players!



A Feeling of Mastery

- I point hook
- Trivial simplicity
- “I *should* win”



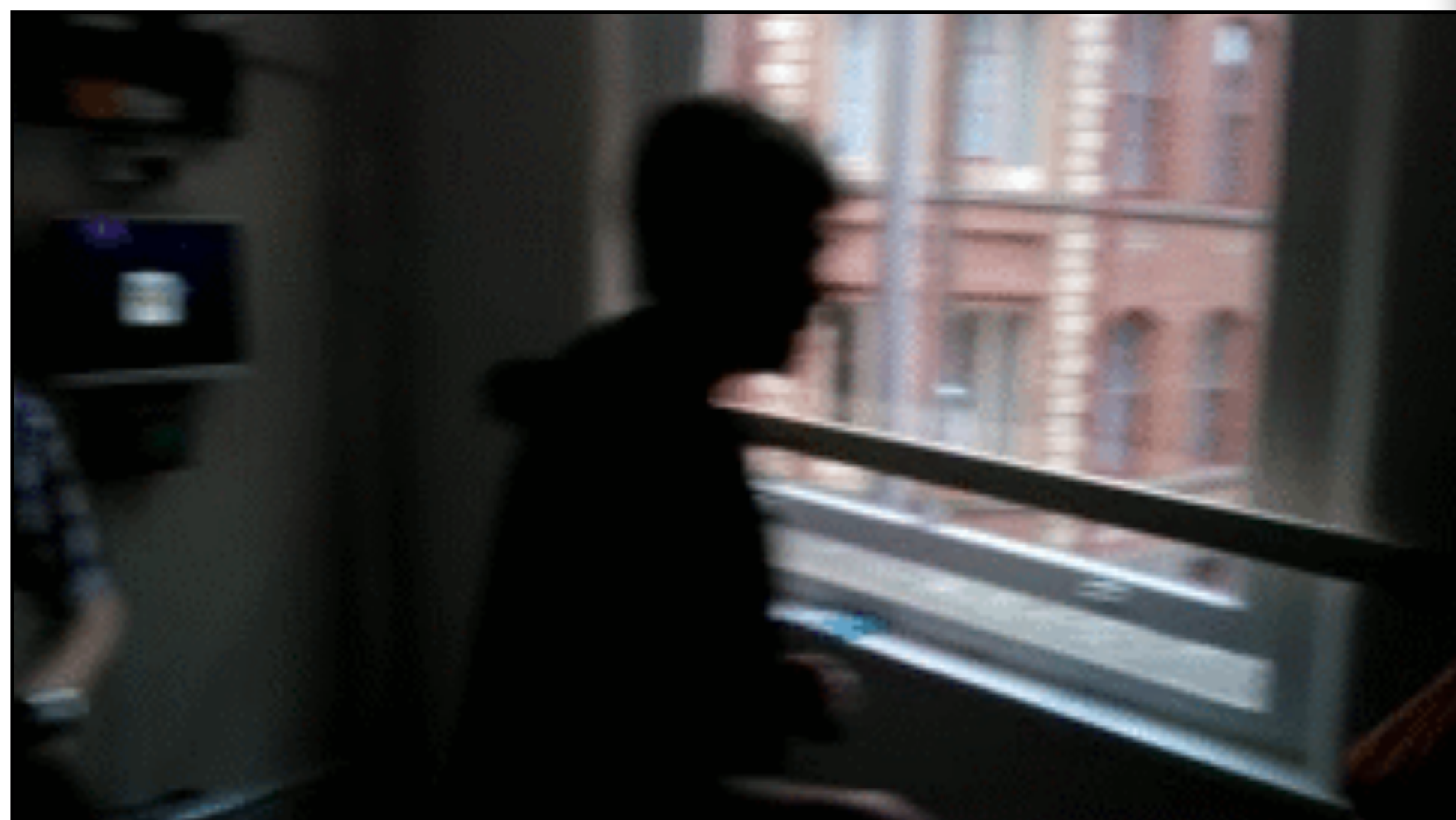


2015

Bash your card



Bash your upside-down card



Bash your card 16 times



Don't bash your card



Characters

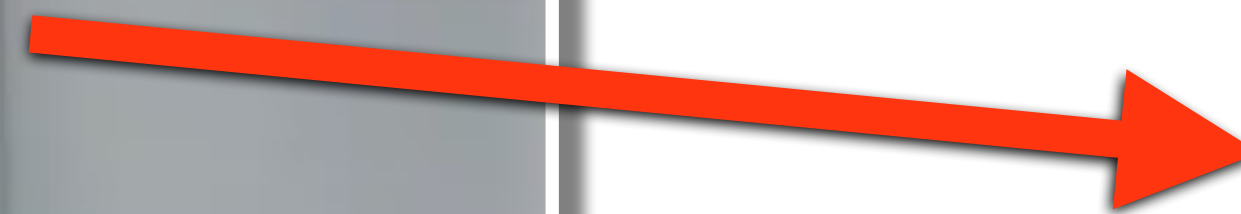
Events



“You need to use
all of the
buttons!”



Making Unconventional Intuitive





Conveying Ownership

- Audiovisual reinforcement
- Video guidance
- Limited juice



Engaging Visual Reasoning



**CODEX
BASH**

www.alistairaitcheson.com



Props!
Costumes!
Imagination!



How does this game serve its purpose?

How do my players digest the system?

What intelligences can I draw upon?



Any questions?

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