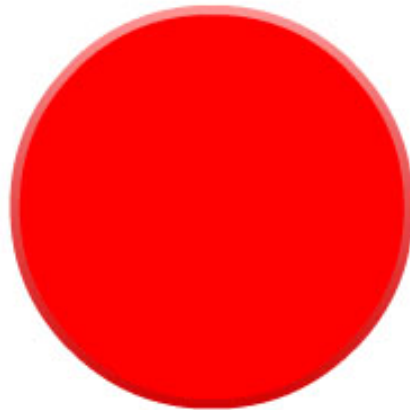


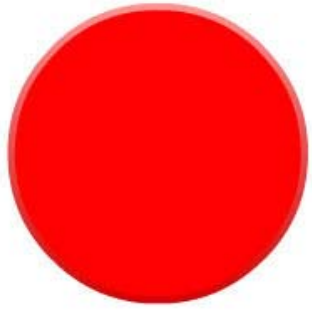
One Button Engaging Gameplay

By Paula Stevens
IMS212



DO NOT PRESS

My Experience



Just Clicking As a Game?

- dicks **Search**
- All Results Find more Applications in the Application Directory
- People
- Pages
- Groups
- Applications**
- Events
- Web Results
- Posts by Friends
- Posts by Everyone

	Name: Clicks Racer (Challenge Edition) Active Users: 169,178 monthly active users	View Application
	Name: Clicks! Active Users: 54 monthly active users	View Application
	Name: Click Challenge Active Users: 553,330 monthly active users	View Application
	Name: Click Challenge! 3.0 Active Users: 15,247 monthly active users	View Application
	Name: Quote Generator Active Users: 328 monthly active users	View Application
	Name: Dedo Bionico - Bionic Finger Active Users: 11,362 monthly active users	View Application
	Name: Click Challenge! Active Users: 10,979 monthly active users	View Application
	Name: Bionic Finger How many clicks can you do in 10 sec Active Users: 1,475 monthly active users	View Application
	Name: SoundCloud DronBox	View Application

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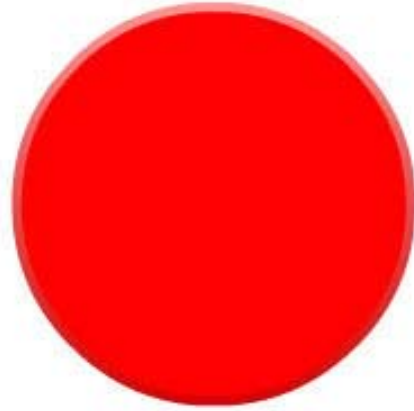


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Chat (65)



One Button Engaging Gameplay

Trick Question!!



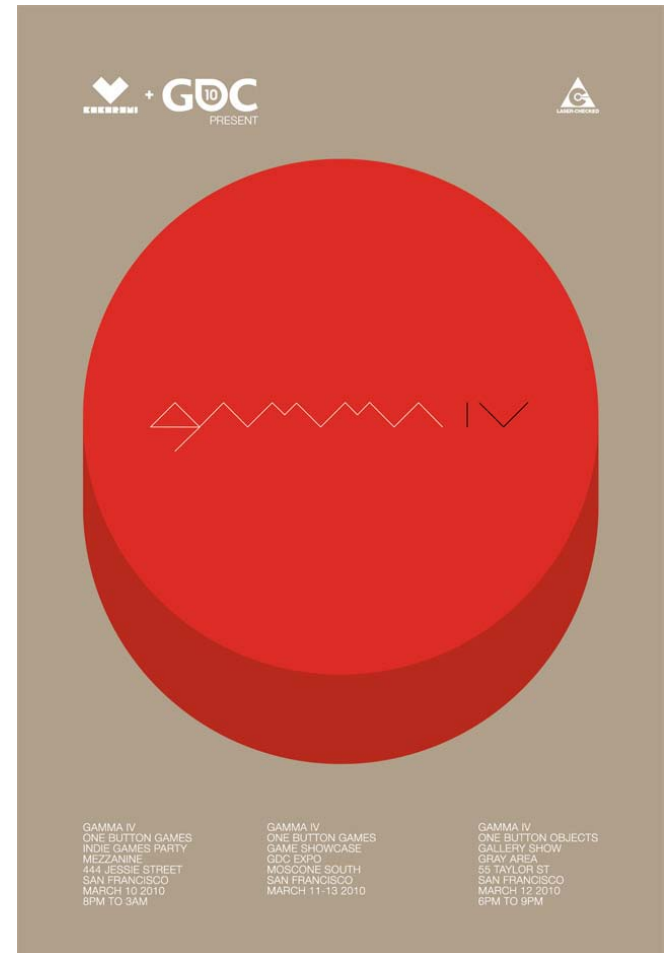
Prensky!!!

- 1. Games are a form of fun. That gives us *enjoyment and pleasure*.
- 2. Games are form of play. That gives us *intense and passionate involvement*.
- 3. Games have rules. That gives us *structure*.
- 4. Games have goals. That gives us *motivation*.
- 5. Games are interactive. That gives us *doing*.
- 6. Games are adaptive. That gives us *flow*.
- 7. Games have outcomes and feedback. That gives us *learning*.
- 8. Games have win states. That gives us *ego gratification*.
- 9. Games have conflict/competition/challenge/opposition. That gives us *adrenaline*.
- 10. Games have problem solving. *That sparks our creativity*.
- 11. Games have interaction. That gives us *social groups*.
- 12. Games have representation and story. That gives us *emotion*.

Kokoromi – Gamma IV

Kokoromi is an experimental game collective formed by a rare union of Montreal gamemakers and curators to promote games as an art form and expressive medium worldwide.

KOKOROMI'S ONE-BUTTON GAME OBJECTS were showcased at the Gamma IV Pavilion at GDC this past spring.



Examples

- Big Red Button -- unknown
- Poto & Cabenga by Honeyslug
- Robot Unicorn Attack on Adult Swim & Facebook
- The Night Balloonists by Spooky Squid Games Inc.
- CowClicker by Ian Bogost
- Offa My Lawn by Captain_404
- B.U.T.T.O.N. (Brutally Unfair Tactics Totally OK Now) by Copenhagen Game Collective

Questions

