



# GGJ NEXT<sup>®</sup>

a game jam for young creators

## MDA - MECHANICS-DYNAMICS-AESTHETICS

### WHAT YOU WILL DO

- Analyze a game, thinking first about aesthetics, then dynamics, then about how the mechanics influence dynamics and result in the desired emotional response (aesthetics).

### SUPPLIES YOU NEED

- Pens, pencils, or colored pencils
- Paper
- *Optional* - If making a game - Analog game parts (tokens, pieces, dice, spinners, etc.)

### STEPS

1. List games that elicit strong feelings. How would you describe those feelings? Do you feel challenged? Curious? Surprised? Scared? Sad? Do you have a feeling of order or honor, competence, acceptance, interest or enjoyment?
2. Select a game that elicits a strong emotion and map out the how the dynamics and mechanics elicit that emotion in the next couple steps.
3. Analyze the Aesthetics by answering these questions:
  - a. What is the emotional response to the game?
  - b. Write down the emotional response(s) to playing the game.
  - c. What does that emotional response mean to you?
4. Analyze the Dynamics, (How the game plays out, the dynamics, is the trigger for the emotional response) by answering these questions:
  - a. What happens in the game that triggers the emotion?
  - b. What are the moving parts of the game (the Dynamics)?
5. Analyze the Mechanics by answering these questions:
  - a. What are the parts and pieces in the game? Write them down.
  - b. What are the rules of the game? Write them down.
  - c. How do the rules and parts and pieces trigger the dynamics, how the game is played out?



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### EXTRA ACTIVITY

6. Want to try putting this into practice? Try it out by making your own game using the MDA framework.
  - a. **Aesthetics** - What emotion do you want your game to elicit?
  - b. **Dynamics** - How does game play out to trigger that emotional response?
  - c. **Mechanics** - What are the parts and pieces and rules to the game?
  - d. What would make it better?