

What is a game?

Jesper Juul in *The Game, the Player, the World: Looking for a Heart of Gamesness* identifies six characteristics that that games have – what he calls ‘gamesness’: Choose three games and see if they fit into these characteristics. Try and find at least one game that doesn’t fit the criteria.

	Guitar Hero	Call Of Duty	Minecraft
1. It must have rules	The Player must hit the indicated icons that roll down the screen to progress through the song.	You can only kill the enemy and follow objectives to progress in the game.	The player Is free to roam and make a story for themselves. But they must abide by logical rules such as dying by falling off cliffs and drowning.
2. There are variable and quantifiable outcomes	The variable and quantifiable outcomes that the player faces is the notes in which the player has to hit to play the song. If the player misses the note, The player hears a sound of a missed note and the song would stop playing.	The player faces variable outcomes when playing this game for example, if the player killed a number of enemies, the player could then progress through the story. If the player were to die, the mission would start again until the player can complete the mission.	This could break Jesper Juuls theory as there is no set missions for this game neither is there a right or wrong way of doing something.
3. There will be positive/negative values assigned to the outcomes	The positive outcome to the game is the player can complete the song. The negative side is that the player loses and has to restart.	The positive outcome the player will have when playing this game is is they complete the missions, they can progress to complete the game and unlock new inventory along the way. If the player dies, they must restart the mission.	This could break Jesper Juuls theory as there is no set missions for this game neither is there a right or wrong way of doing something.

4. The desired outcome requires effort	Player has to have decent hand to eye coordination to hit the notes on the guitar controller.	The player must have a suitable skills to play this game such as having a good hand to eye coordination.	The player needs to spend time gathering resources to progress in the game.
5. Player has an emotional attachment to the outcome	The player could have an emotional attachment to individual songs in the game.	The player could have an emotional attachment to the game if they are good at the game	Player can have a close attachment to the game, for example. The player is free to make whatever they want which would make them attached to the game.
6. Negotiable consequences for real life	Players can stop playing the game and get on with their life.	The game could effect players in real life but other players could stop playing the game and continue their real life.	The player could be become addicted to the game and unsociable.