Contents

Introduction | 7

PLAY MOTIVATION

Rules of Play as a Framework for the "Magic Circle"

Beat Suter | 19

Games as a Special Zone

Motivation Mechanics of Games René Bauer | 35

Play Computers

A Letter to the Reader Miguel Sicart | 47

GAME MECHANICS

Requirements for a General Game Mechanics Framework

Imre Hofmann | 67

Underneath and Beyond Mechanics

An Activity-theoretical Perspective on Meaning-making in Gameplay Carlo Fabricatore | 87

GUIDANCE SYSTEMS

Hansel and Gretel

Design and Reception of Orientation Cues in Game Space Hiloko Kato and René Bauer | 115

The Spectacular Space

Rules and Guiding Principles of Irrational Spaces in Games René Bauer and Hiloko Kato | 139

Nonverbal Guidance Systems

Seamless Player-leading in Open-world Games Francine Rotzetter | 169



ETHICS

Ethics as a Game Mechanism

Wolfgang Walk | 193

The Player as Puppet

Visualized Decisions as a Challenge for Computer Games Hiloko Kato and René Bauer | 217

The Ethical Avatar

Wolfgang Walk and Mark L. Barrett | 243

GAME SPACES

Rules Shape Spaces – Spaces Shape Rules

Ulrich Götz | 259

Game Mechanics of Serious Urban Games

Designing for the Ludic City Mela Kocher | 267

NPC AND NON-HUMAN GAME DESIGN

NPC and Me

How to Become a Non-Player Character Günter Hack | 293

When Game Mechanics Come Crawling out of Ant Colonies

Michelle Westerlaken | 299

Authors | 317