

Designing Video Game Research Activity Sheet

This worksheet tests your understanding of how a videogame creates meaning. Please write, in your own words, definitions of the following words, giving examples from your favourite titles to further Carr's¹ (2013) methodology:

Plain	Definition	Example
Visual		
Verbal/Textual		
Auditory		
Mechanics		
Haptic		

How do each of these plains interact to form a 'gameplay experience'?

¹ Carr, D. (2017). Methodology, Representation, and Games. Games and Culture, 1555412017728641. <https://doi.org/10.1177/1555412017728641>.

Carr, D., Buckingham, D., & Schott, A. B. (2006). Computer Games: Text, Narrative and Play. Cambridge: Polity Press.

Could a game function without all five? What would be different about it?

Think about your favourite game. How do each of the plains contribute to the overall gameplay experience?

Visual	
Verbal/Textual	
Auditory	
Mechanics	
Haptic	

What would you want to write about in a Research Project based on your favourite game?
