

# GAME DESIGN – DAY 1

## Understanding the Entertainment Hierarchy

1. Any kind of interactive entertainment is considered a what?

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2. One of these without a goal is considered a \_\_\_\_\_.

3. One of these with a goal is considered a \_\_\_\_\_.

4. If no other active agent or person is involved, then it is a:

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5. If a second party is involved, you have a:

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6. What is the difference between a competition and a game?

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7. What is essential to prevent a game from turning into work?

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## Answers

1. plaything
2. toy
3. challenge
4. puzzle
5. conflict
6. In a COMPETITION, the participants do not directly interact with or affect each other. In a GAME, they do.
7. voluntary participation