

# Game Critic

*What is going wrong in game design and the game industry?*

... Games should improve the quality of life, not the opposite.

... Dark Patterns in Game Design <sup>1)</sup>

<sup>1)</sup>

Definition: A gaming dark pattern is something that is deliberately added to a game to cause an unwanted negative experience for the player with a positive outcome for the game developer. <https://www.darkpattern.games>

From:

<https://www.gamesforfuture.de/wiki/> - **games for future**

Permanent link:

[https://www.gamesforfuture.de/wiki/doku.php?id=game\\_critic&rev=1714890847](https://www.gamesforfuture.de/wiki/doku.php?id=game_critic&rev=1714890847)

Last update: **2024/05/05 08:34**

