

Mechanics - Empower Players

How do we enable self-determined and humane play?

... social play / together / couch coop

... respect players needs

... respect players time / slow gaming (quality instead of quantity)

... respect players resources

... creating awareness for yourself, others and the environment

... create feel-good games / wholesome games

... create less illusionary (immersive) play and focus on perceiving the world in a new way

In a Game Community, the rules and officials decide if the players are good enough to play. If not, they change players. In a Play Community, the players decide if the game is fun enough to play. If not, they change rules. (Bernard De Koven, <https://www.aplayfulpath.com>)

From:

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

Permanent link:

<https://www.gamesforfuture.de/wiki/doku.php?id=mechanics&rev=1715153037>

Last update: **2024/05/08 09:23**

