

Exercises

Which of the following are artifact elements?

I Game mechanics.

II Dynamics.

III Emergent narratives.

IV Embedded narratives.

a) I, III and IV

b) I and IV

c) I and III

d) I, II and IV

e) All of the above.

Exercises

The Microsoft Kinect is a special camera, an input device, used for tracking player movement. Unfortunately the camera is not accurate enough to map player movement to in-game controls. Using the Kinect as an input device is an example of bad game design involving the misalignment of which of the following game elements?

- a) Aesthetics and game mechanics.
- b) Game mechanics and dynamics.
- c) Game mechanics and technology.**
- d) Technology and dynamics.
- e) Aesthetics and dynamics.