

The NAMES-Scheme of Videogame Analysis

Think about the following aspects when playing a game. When you watch somebody else play, ask them about their experiences as they play. Take notes of your findings:

Narrative (What story is told? How is it told?)

Aesthetics (How does the game look, sound, and feel to play?)

Mechanics (How can we interact with the game? What are its rules?)

Ethics (What is the game's moral compass? What is rewarded, what sanctioned?)

System Dynamics (How do these layers interact with each other?)