

# CISC 3667 – In-Class Exercise: Feedback Loops in Games

**Objective:** Understand how **positive** and **negative feedback loops** affect balance, pacing, and player experience in different types of games.

## Instructions

1. Work with a partner or small group.
2. Pick one **game** from the list below (or choose your own).
3. Identify either **a positive** feedback loop (a self-reinforcing effect that amplifies success or failure) or **a negative** feedback loop (a balancing effect that keeps the game fair or challenging), or both.
4. Explain how each loop changes the player experience — does it make the game feel tense, fair, chaotic, or rewarding?

## Step 1 – Choose a Game Listed Below *(or pick another game you know well!)*

### Video Games

- Super Smash Bros.
- Fortnite / Apex Legends
- Stardew Valley
- The Sims
- League of Legends / DOTA 2
- Tetris
- Minecraft

### Board / Card Games

- Monopoly
- Catan (Settlers of Catan)
- Risk
- Uno
- Scrabble
- Pandemic

### Strategy / Simulation

- Civilization
- SimCity
- XCOM
- RollerCoaster Tycoon

### Casual / Mobile

- Candy Crush
- Clash of Clans

## Step 2 – Analyze Your Game

Type of Loop	Describe the Loop	Effect on Gameplay or Player Experience
Positive Feedback Loop		
Negative Feedback Loop		

## Step 3 – Reflection

1. Which type of loop feels stronger or more noticeable in this game?
2. Does the loop make the game more exciting or more frustrating? Why?
3. How could the designers adjust this loop to improve balance or fun?