

CISC 3667 – In-Class Case Study: Players and Rules

Instructions (Pairs)

1. **Pick a Game:** Choose any game you know—board game, card game, video game, sport, etc. Examples: Tic-Tac-Toe, Connect Four, or a simple card game.
2. **Analyze the Rules:** Using Parlett's taxonomy, identify the game's different layers of rules:
 - **Foundational rules:** State, transitions, mathematical structure
 - **Operational rules:** Actions players take in practice
 - **Behavioral / unwritten / social rules**
 - **Written / official rules**
 - **House rules / advisory rules**
3. **Player Type Analysis (Bartle Types):**
 - Determine which Bartle player type(s) the game currently appeals to most.
 - For each type, identify:
 - One game mechanic or feature that supports that type
 - One area where the game is weak for that type
 - Suggest **one modification or new mechanic** to increase appeal to a less-served player type **without breaking the core feel of the game**.

Note: Bartle player types describe general **motivations and preferences** of players (e.g., Social, Achiever, Explorer, Killer). The five player types in relation to rules (Standard, Dedicated, Unsportsmanlike, Cheater, Spoilsport) describe **behavioral tendencies specifically around following or breaking rules**.

A player may overlap categories: for example, a “Killer” type might behave as a Spoilsport in certain games, or a Social player might usually be Standard. Consider these possible overlaps as you analyze the game.

Players in Relation to Rules

Analyze how each of the five player types might interact with your game's rules:

Player Type	Example Behavior / Play Style	Would Rules Encourage or Restrict This?	Could Rules Allow "Rule Breaking"? (Sometimes, With Penalty)
Standard			
Dedicated			
Unsportsmanlike			
Cheater			
Spoil sport			

Guiding Questions:

- How would each player type behave in the game?
- Are there rules that might unintentionally allow negative behaviors?
- Are there penalties or mechanisms in the rules to discourage cheating or spoiling?
- **How do the Bartle player types relate to the five player types in relation to rules?**
Can you identify possible overlaps or conflicts between a player's motivations and their behavior toward rules in this game? Give an example.

Reflection & Recommendations

1. Which player type is **most likely to appear** in this game, and why?
2. How could understanding these player types help someone **design or facilitate** this game?
3. If you could **change one rule** to improve fairness or fun, what would it be?

Points Breakdown (Total: 100 pts)

- Game Choice & Description – 10 pts
- Rule Analysis (Parlett's Taxonomy) – 25 pts
- Bartle Player Type Analysis – 20 pts
- Five Player Types in Relation to Rules – 25 pts
- Overlaps Between Bartle & Rule-Based Types – 10 pts
- Reflection & Recommendations – 10 pts

Submission: Each student must submit their individual written response to Brightspace by the end of the day before our next class.