

Addicting Games

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3.2 Assignment: Addicting Games

Video games have become one of the most popular and most engaging form of entertainment. Many kids and teenagers who feel stressed out by schoolwork, family issues, or feel disconnected from others escape by playing video games. When they play a game like Fortnite, they can escape reality and be in a world where they are in control. They can be the hero, build their own world, and earn rewards for accomplishing tasks. Video games are a way to feel accomplished and powerful when the real world feels overwhelming. Video games have a constant flow of rewards like leveling up, getting new gear, or unlocking achievements. Multiplayer and online modes allow users to connect with others. They make friends, join clans, and find a sense of community that is hard to come by in real life. For a lot of people, video games can start to feel like a second home.

While gaming can be a fun and rewarding hobby, excessive play can lead to serious mental health challenges. The fun break and escape from reality can become a serious addiction that leads to mental health issues. Video games become an addiction when it negatively impacts your life and relationship with others. Spending multiple hours a day playing video games may make people start to feel anxious, depressed, or isolated. The unpredictable rewards, constant challenges, and the pressure to keep up with friends make quitting playing video games seem impossible.

3.3 Assignment: Create an Addicting Game

https://www.educaplay.com/learning-resources/22815639-floral_memory_match.html

For my addicting game, I developed a matching card game that can be used in a floral shop employee onboarding training. In this game, users will have to match the photograph of a type of flower with the name of the flower.

Instructions

All the cards are face down at the beginning of the game. Each card has either an image of a flower or its name. On your turn, select two cards to flip over. Try to find the matching pair the correct flower image and its name. If the two flipped cards match (e.g., an image of a "rose" and the name "rose"), they will stay flipped over and be removed from the board. If the cards do not match, they will be flipped back face down, and you try again. Keep flipping pairs of cards until all the pairs have been matched correctly.

Addicting Elements

The addictive elements of the Flower Match Challenge are designed to keep players engaged and motivated to keep playing. The timer creates a sense of urgency, pushing players to match all the pairs before the clock runs out, which adds an element of excitement and competition. The score tracking system rewards players for making fewer moves and completing the game quickly, encouraging them to improve with each round. The instant feedback in the form of visual cues and sound effects after each correct match provides immediate gratification, making players feel accomplished. The game's progression system ensures that each round offers something new, keeping the game fresh and challenging. As players unlock more levels with more complex flower names and images, they are motivated to keep playing to reach the next level.