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Luiz Cláudio Silveira Duarte, André Luiz Battaiola

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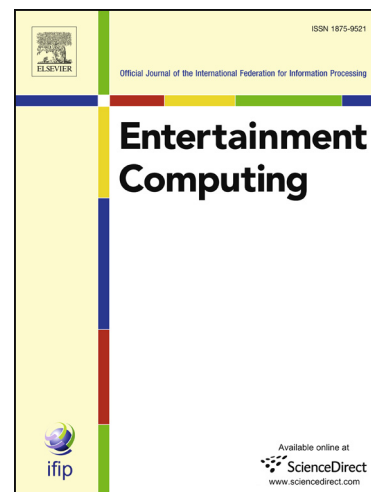
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## Distinctive Features and Game Design

Luiz Cláudio Silveira Duarte<sup>1</sup>,

*Former graduate student, Design dept., UFPR*

André Luiz Battaiola<sup>1</sup>,

*Design dept., UFPR*

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### Abstract

Research on how to design better games is ongoing, and it can benefit from theoretical frameworks, such as the Mechanics, Dynamics, Aesthetics (MDA) model, and the Distinctive Feature (DF) framework, that we proposed in a previous paper. This paper presents further research about the DF framework, which was conducted in two distinct phases. In the first phase, we created a tentative inventory of DFs, with focus on strategical analysis characteristics. In the second phase, our focus was on an inventory of DFs able to model cooperative mechanics in games. In both phases, we based our findings on empirical data, collected from participants in extension courses on modern board games. The MDA framework offered a key insight in the analysis of collected data. Accordingly, the results indicate that the MDA framework can be used as a guideline for the development of new DF systems, enabling game designers to create better products.

*Keywords:* game analysis, distinctive features, game design, conceptual design, systems design

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\*Universidade Federal do Paraná, rua General Carneiro, 460, Curitiba, PR, Brazil

<sup>1</sup>Corresponding author <lc@lcduarte.com>

<sup>2</sup><ufpr.design.profe.albattaiola@gmail.com>

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