COOPERATION

Working with others to accomplish shared goals and benefit everyone.

COOPERATION IN GAMES



ELEMENTS

or at least a combination of both.

• Cooperative play style rather than competitive,

• In single-player RPG's, the ability for players to

• The ability for players to help other characters

• The option or requirement to pool all players' resources and knowledge in order to win.

(for example, by healing them), and vice versa.

• In social games, a culture that rewards cooperation

and reminds players to consider their reputation.

form teams of characters with complementary

TO ADD

• Multi-player options.

skills and strengths.

Cooperation means working with others to achieve shared goals and benefit everyone. Humans can be selfish and competitive, sure, but it's more instinctual for us to cooperate. In fact, cooperation is a huge reason we've been successful as a species. Some game developers have leveraged the power of cooperation to tackle huge challenges, like in Foldit and Sea Hero Quest, which transform individual "work" into big data to fight disease and push forward scientific knowledge. Studies show that playing video games in co-op mode can lead to cooperative behaviors in the real world, and can even help negate the effects of violent content. Another perk: coordinated action and movement releases endorphins, giving players a mood boost. Players can cooperate with each other on a team against another group of players, or with each other against the game. In many RPGs, it's also possible for players to cooperate with a group of non-player characters (NPCs) toward a common goal.



- - An emphasis on ranking individual players rather than teams.

 - Situations where players end up "out" or "dead" and can't be helped by others.
 - Big inequalities among players in power,



ELEMENTS TO LEAVE OUT

- Single-player mode as the only option.
- Mechanics that force players to turn against
- resources, and status.



GAME GENRES & TYPES



RPG's





Party Games

Social Games

NOTES



• In Journey, when more experienced players act as guides for newer players.

SPECIFIC MECHANICAL

• When a player makes too many mistakes in

Guitar Hero, another player can help, heal, or

• When players fight together in a pick-up dungeon or a guild raid against creatures in World of Warcraft.

• When players try their individual best to boost the

• When all players work together to solve a problem,

overall team score, such as in **Dance Dance Revolution's**

such as in Fold-it, Forbidden Island, & Forbidden Desert.

REFERENCES

resurrect the bandmate.

team play mode.

- When players work tactically as a squad to defeat another group of live players, such as in Overwatch, League of Legends, and Splatoon.
- When players pool skills and resources to win as a group, such as in Forbidden Island, and Forbidden Desert.
- When players must manage a well-balanced party of characters, such as in single-player RPG's like Dragon Age, and Mass Effect.
- When players from an *Overwatch* team get to collectively choose and reward the most valuable player (MVP) on the team that round. win as a group, such as in Forbidden Island, and Forbidden Desert.

