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A happier life through sad mode - designing automated players for single player games

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2023
https://hdl.handle.net/10539/36063

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Abstract

Solo games are a keystone of tabletop board gaming for players and designers alike. While they are numerous and enjoyed by many members of the community, there is a noticeable lack of clarity and exploration of what principles make these games uniquely interactive and enjoyable experiences for players. This project responds to this inadequacy through the development of a playable game and a research report. The game demonstrates and tests the virtues of solo game play mechanics while the report expands and discusses the interpretable results and qualities of said solo game mechanics.