

Vězňovo trilema

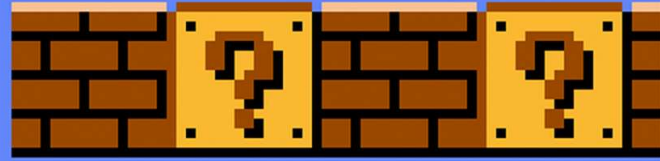
Filip Rybín

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Tabulka 3: Matice výsledků pro iterované vězňovo trilema. Body jsou v jednotlivých buňkách matice rozděleny dle klíče Body pro hráče A/Body pro hráče B

		Hráč B		
		Volba	Kooperace	Nekooperace
Hráč A	Kooperace	3/3	0/5	-8/7
	Nekooperace	5/0	1/1	-6/2
	Konflikt	7/-8	2/-6	-4/-4

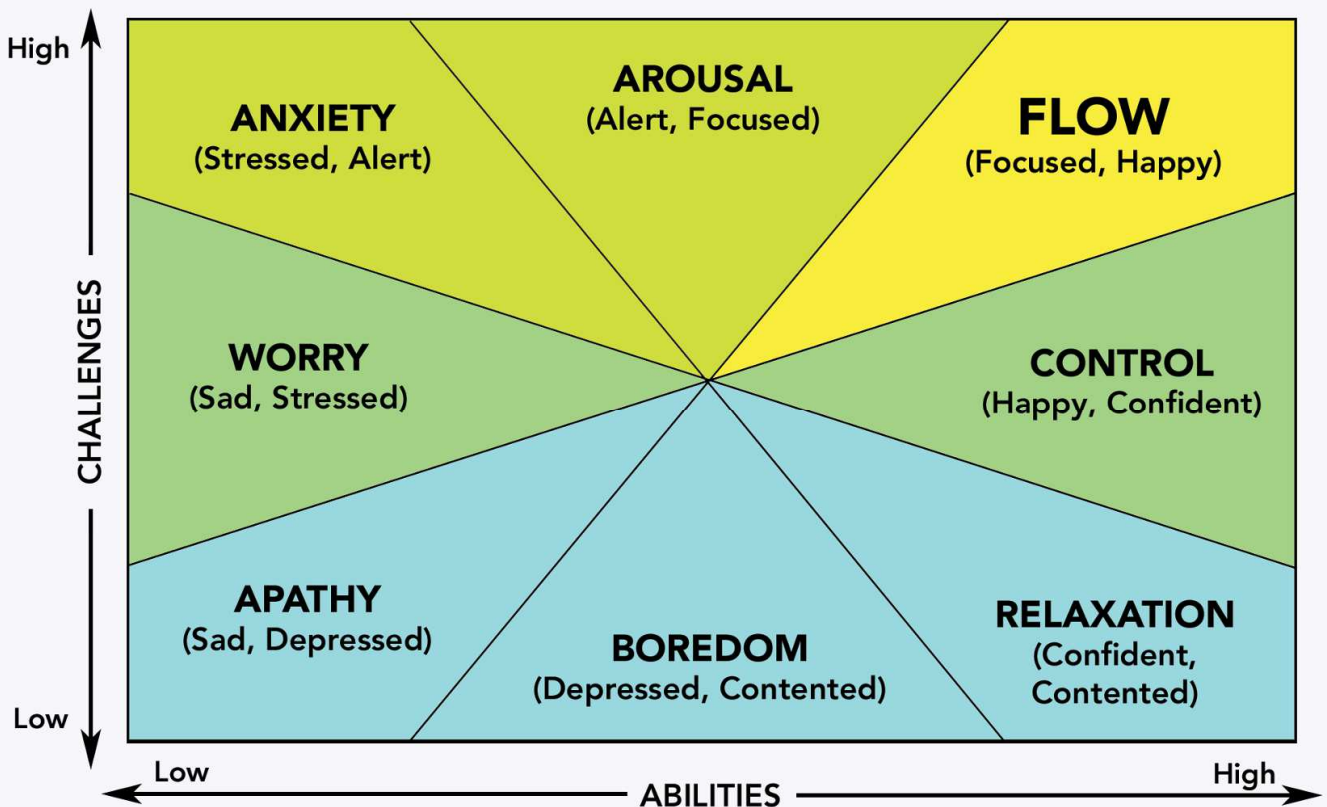
Závěr: Lidé nejsou chladně kalkulující stroje.

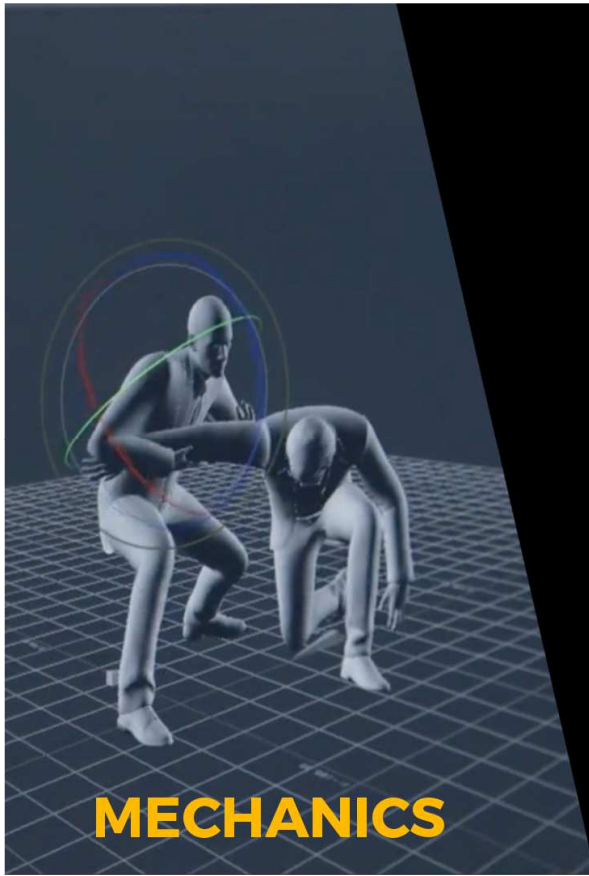


(R)evoluce herní obtížnosti

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MECHANICS



MECHANICS



DYNAMICS





TUTORIALS

If you want to practice you can play the gameplay tutorials in the settings menu.

STRETCHING...

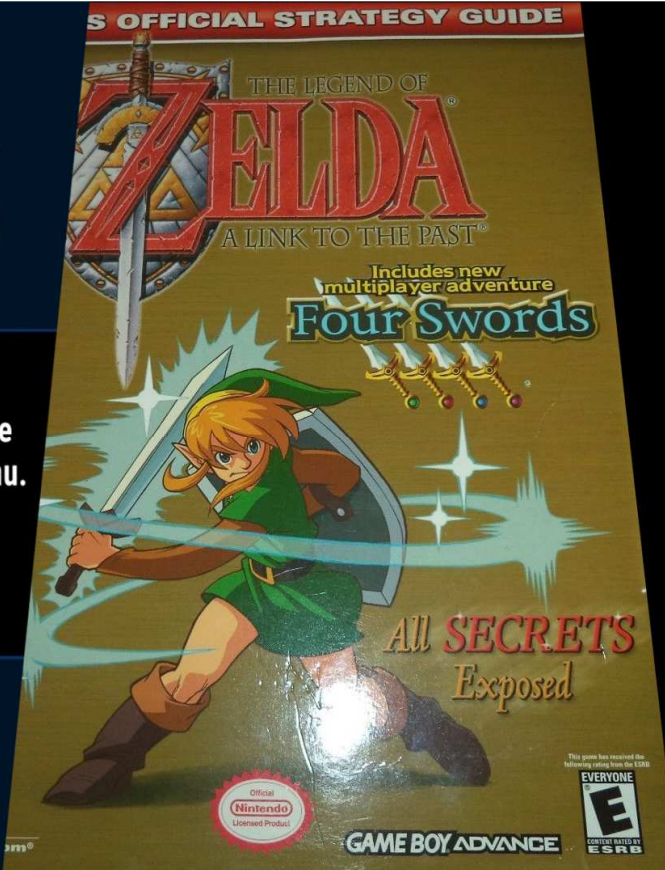




TUTORIALS

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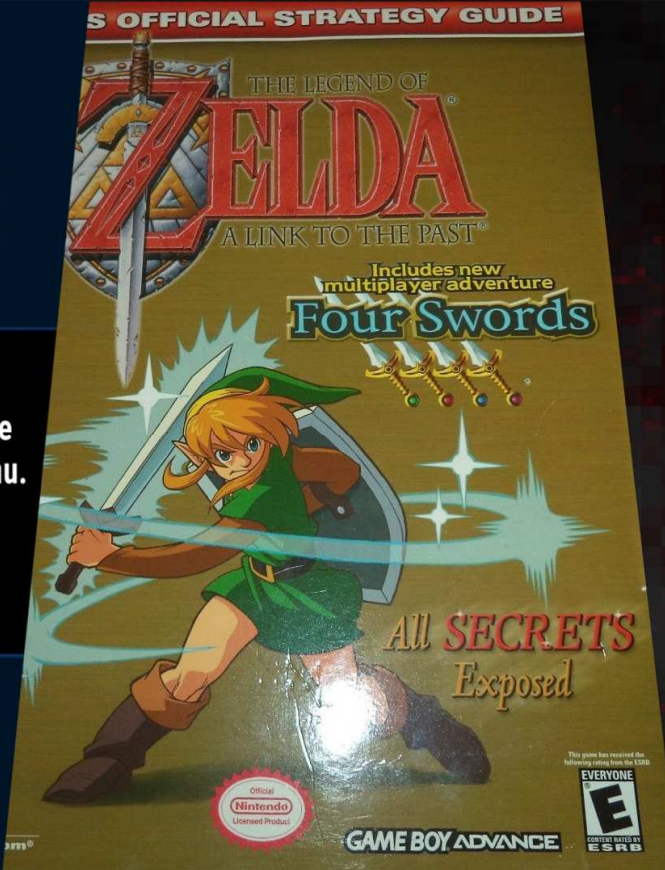
STRETCHING...



TUTORIALS

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STRETCHING...





OBJ

SUB

HRÝ

HRÁČI

MDA

HARDCORE/CASUAL

RISK

GAME OVER

Consalvo, M. (2007). *Cheating: gaining advantage in videogames*. Cambridge, Mass.: Massachusetts Institute of Technology.

Costikyan, G. (2013). *Uncertainty in games*. Cambridge, Mass.: MIT Press.

Csikszentmihalyi, M. (1997). *Finding flow: the psychology of engagement with everyday life* (1st ed). New York, NY: Basic Books.

Csikszentmihalyi, M. (2009). *Flow: The psychology of optimal experience* (Nachdr.). New York: Harper [and] Row.

Hunicke, R., LeBlanc, M., & Zubek, R. (2004). *MDA: A Formal Approach to Game Design and Game Research*.

Juul, J. (2010). *A casual revolution: reinventing video games and their players*. Cambridge, MA: MIT Press.

Juul, J. (2013). *The art of failure: an essay on the pain of playing video games*. Cambridge, Mass: MIT Press.

Abzŭ (Giant Squid, 2016)

Angry Birds 2 (Rovio Entertainment, 2015)

Bloodborne (From Software, 2014)

Dark Souls (From Software, 2011)

Hitman (IO Interactive, 2016)

NBA Live Mobile (EA Sports, 2016)

Super Mario Bros. (Nintendo, 1985)

Uncharted 4: A Thief's End (Naughty Dogs, 2016)

The Legend of Zelda: A Link to the Past (Nintendo, 1991)