

Spring 5-7-2018

## Essential Feature - Cooperative Gameplay

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### Recommended Citation

Thanh Bui and Hung Nguyen. "Essential Feature - Cooperative Gameplay" *ART 108: Introduction to Games Studies* (2018).

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May 7, 2018

### Essential Feature - Cooperative Gameplay

Although single player and multiplayer is very important in today game, cooperative mode is essential part of a great game. There are a lot of benefits of playing co-op mode in a game such as education and joy.

From the beginning of time, human has created many forms of game for entertainment purpose. The global market for U.S. online gaming industry is approximated 1.72 trillion U.S. dollars in 2015 to 2.2 trillion U.S. dollars in 2021, according to statista.com. There are activity games, board games, television games, video games, virtual reality games, and personal computerized games, and online games. Each type of game has a population of fan playing it. In those types, online game holds the largest number of players around the world. It is also one of the most interesting topic to research about to predict how far online games can go to maintain its extremely attractive to gamers. Online games have changed to be more attractive by having high resolution graphics, great in numbers of players, and involved more and more command, and characteristics from players. A player needs to read conversations, choose right decision, and follow instruction to win the game. A different decision can lead to a different outcome. The fast and steady pace of development in electrical circuit and software technologies allow online games to be more and more realistic to past, current and future living. Indie, action, adventure, casual, and strategy are common categories in online games. Some famous indie games are Ooblets, Minecraft, Cuphead and Undertale. In action-game type, Medal of Honor (2007), Tom Clancy's Rainbow Six, and Far Cry 5 are popular. Newest strategy games are Age of Empires, StarCraft, Total War, and Warhammer. Inside those game categories are single-player, multiplayer, online multiplayer, local multiplayer, co-op, online co-op, local co-op, shared or split screen, and cross-platform multiplayer. Although single player and multiplayer mode in game play holds an important role in history of game, cooperative mode has become an essential part of a modern game today because of its benefits in education, and soft skills.

Cooperative and Competitive Games have effects on Classroom Interaction Frequencies. Cooperative games may benefit students. In the article, "The Effects of Cooperative and Competitive Games on Classroom Interaction Frequencies," by Susan Creighton, and Andrea Szymkowiak it is somewhat prove positive effect of cooperative games to students. The study conducts at a middle school where students play Wii for a week. Before and after the research, Creighton and Szymkowiak asked students do assessments to check for changes. They also observed how students play and if there is any behavior changed. While playing cooperative games, students knew that they needed to cooperate with his or her classmates to increase the chance of winning the games. Those students learned from experience that if a student plays the game alone, she will get a lower score than when she does it with another or a group of students. It makes sense because two minds are better than one. Two minds have different points of view, unique experience, and strategies to win the games. For example, a mission requires both players in a team is to get to two different places at the same time. Another scenario can be one player drive a helicopter while his teammate watches for survival sight. In cooperation games, every member in a team needs to know the mission, their roles while they communicate and discuss strategic plans to win the fights. When a player is down, her teammate needs to be next to him to retrieve him. Then, the whole teams can continue the mission. Sometimes, a team member chooses to scarify to trick their opponents, so the rest of the team can execute the plan as discussed.

Communicating, solving problems, handling stress, managing time, making decision, following instructions, acting fast as well as working in a team are skills that students can learn and practice while they are playing cooperative games. These skills are valuable for students to use in education and even in careers.

Age of Empires is one of the best strategic online games of all time. Microsoft focuses to invest human sources to design great graphics as well as content for the game. Age of Empires is a great game to practice cooperative skill. Each team can have from two to four players. Maximum numbers of team can play are two. Players in each team can choose from three common types of strategy to advance in the game. They are blooming, rushing, and turtling. Blooming is both attack and defense. This type of strategy is good for nations that need multiple types of resources to age up. Rushing is very common for nations that are building army quickly at the beginning of the game. These nations can raid villages of enemies' teams to take advantage. The weakness of rushing is if the opponents can defend and attack back, the rushed nations cannot have enough resources to buy troops to fight back. Finally, turtling is a defensive strategy for players that like to have a lengthy battle. This tactic suits for nations that have strong economies at age four. Age four is the highest level in Age of Empires 3. If the opponents don't attack turtle-nations before they reach age four, the opponents have high chance to lose the game. Turtle-nations are now so strong to compete. During the game, team captain and his team members continuously communicate to find the best tactics to attack. They can all troops of two players to defeat troops of one players. They can contribute resources to help one player in their team age up faster to gain advantage surprisingly. Also, they can build trading posts to establish monopoly to win the game after a certain amount of time. Finally, members of a team need to decide when is a good time to defend or attack. Sometimes, a player chooses to focus on rushing the opponents while his teammate builds economics. The opponents need to build troops to defend, so their economies are weaker than the other member of the opponent team. At the end, one team earns victory and the other team gets defeated. Team members have mixed feeling about the match. They can feel excited, sad or regretted about the game. Some can have argument or discussion about better strategy for next games. Age of Empires 3 has built for gamers social awareness and empathy for others as well as themselves.

Besides great benefits of cooperation games for entertainment and soft skills, cooperation games may make players become more aggressive and reduce ability to focus. When a person spends too much time to playing cooperation games a day and forgets to satisfy basic needs like eat, sleep, and get hygiene, this person is addicted to cooperation games. At first, he plays cooperation games only for fun after a stressful working period. He spends only thirty to an hour to play games. However, after a period, he spends more time on playing the game. It becomes a habit which he needs to play the game. If he doesn't play the game, he will feel empty and doesn't want to do anything. Playing the cooperation game is a priority need which is even more important than eating or sleeping. Game designer and programmers enjoy making great games to serve people. With machine learning, those programmers can learn playing habits to improve gaming experience. Therefore, cooperation game becomes so attractive to players. These players tend to like shooting and killing games which make them become more and more aggressive. They like to kill many players at once in a shooting game or like to use rob a bank in Payday 2 online game. In these games, the players can play in complete different roles where they can do whatever actions like killing and having sex. Over a period, this player gets used to do those unethical actions. They don't know what is right or wrong. This is the side effect of cooperation games. When these people come back to work, they lose interested in what they are doing. All they want is to play the favorite

cooperation games. When a person plays game too much, he can forget to eat. It causes him to get sick. His family feels sad which leads to the environment of the family is not good as the time he doesn't get addicted to cooperation games. Therefore, a working solution to stop game addiction should be discussed.

Today, many mobile apps are designed to prevent or treat addiction to cooperation games. In the article, "Exploiting the Mechanism of Addiction for Mobile Game Developers," Elif Cetin discusses very detail about addiction in mobile games. League of Legends, Call of Duty, Shadowgun Legends, and FIFA Mobile are common mobile games. They are cooperation games. The app makers want to get money from ads, so they make mobile games very attractive. Even though it is a bad moral to get people addicted to a mobile game, money makes app designers break all rules. The worldwide revenue from 2013 and 2017 for mobile games are 58.2 billion U.S. dollars. People plays game on android and ios phones. Many strategies to get user play the mobile games are to offer free version of the game to try, create a fake community which plays the game and giving fake feedback, and attract users' attention with nice graphics. Like buying a cloth at a store, a customer wants to try it before she buys it. Other people tend to read review about the games before trying it, so if the game has a good rating, they want to try that game. After playing a game, if it has nice graphics, players will feel fancy because they are playing a great game. These attractions make games to be easier to addict to people. Other strategies are to apply real time, give surprised gifts, increase difficulty, and add story content and social network to mobile games. By making a game challenge or difficult to win, people tends to spend more time to play it. When a person wins the game, he feels more deserved and satisfied. When a player gets stuck because of the game or out of money, surprised gifts make them continue to play the game and not likely to give up. Finally, having a community that plays the game make the game self-advertise and make the game is cooperative. As always, a cooperation game is extremely addictive to gamers.

To prevent addiction to cooperation games, we should understand check out why those people like cooperation games too much. In the article, "Online Game Addiction Among Adolescents: Motivation and Prevention Factors," Zhenchuan Xu and his colleagues conduct a study in 623 adolescents. They found out that game addiction has effect to study, sleep and behaviors. Some students say that "when they are not playing online games, they often feel restless." Some want to stay at home because of playing game. When Xu examines reasons from those adolescents. The results are surprised. These are the top six reasons. Firstly, the players want to level up as fast as possible. Secondly, they want to get rare items, so they feel luxury. Thirdly, they want to be rich and famous in the game. Fourthly, they want to join in a serious guild. These conditions given in games might be what these players are lacking of. Therefore, they are thrilling to play another life in game. Normally, a person plays a cooperation games because she is bored and doesn't go out with her friends. She made friends online where she receives the connection. In the research, some adolescents tell the researchers that they feel that online friends are more helpful and encourage than their family or relatives, even real friends around them. When my friend played Three Kingdoms online, he made many online friends to cooperate with them in games. He really enjoyed playing the game, even though he skipped his classes. To prevent him from addicting the cooperation game, his family needs to force him to delete his account on the game and from his email account. At first, he got very upset, but later, he participates to other outdoor activities and doesn't skip class any more. This is a way to prevent addiction to cooperation games. This method is a little bit forceful, but it works. Another method that is mentioned in the article is similar to this method. It is to give the students alternative solution for entertainment and encouragement to spend only two hours a day on gaming at most.

Most of cooperative gameplay modifies the single player mode of a game, allowing additional players. However, some games create the entire new cooperative system including maps, characters, and story. In Cooperative Games, people play with one another rather than against each other. The joy of co-op games is defined by a key word “together.” Players enjoy the game as well as each other because they share resources and make decisions. The fun comes from the setting, the mood of the story of the game - not from striving to become the winner. When we play, we practice how to be in the world with other players who have the same purposes. So, when we play cooperatively and use cooperative skills including listening, sharing, negotiating, etc., we are actually learning beneficial relationship skills. These skills will help us be good at teamwork and collaborating with others in the real world. For example, planning how to win Age of Empires game is a good example of collaboration. The speed of this game is pretty fast, so players in the same team need to plan fast and execute it quickly. At work, remembering skills learned from playing game is a good experience. Students tend to learn faster this way. Practicing collaborative skills is an obvious benefit of cooperative games and a strong reason that these games are useful in education as well as in family and workplace. Cooperative games show challenges that take savvy and skill to meet. Challenge games will definitely bring rewards when a team win. We share ideas and strategies to win together - so our mental faculties are fully engaged. Sometimes it is disappointed to lose a game, but everything has both possible and negative sides. When a team loses, the winner will say that good game to encourage the members of that team. This is the fair play spirit of game.

Besides that, cooperative games facilitate sharing, caring and appreciation for other players. So, we learn that cooperation is not just beneficial in a practical sense for achieving goals and accomplishing missions. For example, when playing Far Cry 3, the mission is very challenge and difficult to fail, the team needs to play over and over to know all the tricks and tips to win. They need to use correct weapons and tactics and apply them in the correct times. Cooperation is also joyful and makes us feel good. In this way, cooperative games open players’ hearts. In modern games, winning and getting ahead are very important. However, real player know that excessive competition leads to stress, envy, anxiety, inequity, reduced productivity and feelings of isolation and depression. It’s harmful to self-esteem and relationships. So, it’s healthy to take a break from competition and play a cooperative game! After two hours of playing games, it is a good time to take a quick break to relax brains and wrists. This is very useful to take rest; however, some students don’t take break because they are too in to the games. In a cooperative game, no one is ever eliminated. Players bond with one another as they shared fun without much worrying that others may be proven to be luckier or better than they are. Game is basically for fun, so there is no worrying about win or lose. After a game, the players can play another game to challenge each other. Cooperative games invite us to relax and have fun without anxiety.

There are cooperative games of all kinds for all ages and settings. They range from board games to circle games to PC games to online games and more. They are all based on the understanding that it can be just as much fun as possible, actually more fun - to play with each other than against each other! Social scientists tell us that competition is defined as an interaction between people such that a particular goal is sought by all, but only one individual or group can attain it. To illustrate, when playing the Dota 2, all people can learn to play and beat each other easily. All ages can play this game. It is so easy to play. To encourage more and more players to play Dota 2, there is competition with monetary awards. By contrast, cooperation is coordinated effort directed at attaining a goal everyone can achieve by working together. One of the most basic benefits of a cooperative game is how it advances the development of language. Researchers agree

on one point of language and literacy development: practice is at the heart of improvement. They need to figure out the fastest way to communicate to each other. It is creativity and speed of typing the message. Regular language might not be the fastest way to exchange information, so players often create new types of language to fit their styles. These types of language need to be easy to remember and use often to memorize.

Players learn vocabularies as they are exposed to and uses new words. Cooperative games provide a safe and fun venue because there is no risk of “losing” the game. During cooperative game play, players have opportunities to observe the model his or her thinking about various strategies from which to choose. As they discover that actively thinking about choices is more advantageous over the most obvious move, they are motivated to think strategically to figure out what works best for them and the team. The beauty of cooperative games is that players, regardless of their temperament, discover the internal benefits of encouraging others. Players learn that cooperation can be fun. Because the individual needs of the confident and less confident players are met, everyone enjoys opportunities to develop confidence and self-advocacy. Related to cooperation, turn taking is a critical component of game play, especially board games. When the pace of the game is appropriately quick, players learn to appreciate the anticipation for the next turn while learning how to tolerate the wait. The introduction of a timer will encourage them to make a choice before their turn is ended. It was a simpler time when split screen gaming was king, but now co-op game mode is a more enjoyable one. First, players can meet each other wherever and whenever they can as soon as they have Internet connection. With local split-screen game, the game can be only played when there are players, friends, or family members nearby. Now, players can cooperate with anyone in the world, and there will be for fun experience. Meeting random players with different skills bring more challenges and joy to the game. Imagine that each player looks at his or her own screen and can see other players on the game. This is the best experience that we have ever had. Set up the strategies, talking and laughing together cause satisfaction.

There are many problems with co-op game design. "Designing for co-op is basically designing in hard mode," said Tanya Short, senior gameplay designer at Funcom. She states that developers think that they can get the benefit of co-op games without actually letting players work together. "It's more that you should give players the tools to allow them start caring about each other in a story they create together." Short identified the five main problems facing co-operative game designers, depending on her experience working on games. Problem number one is knowledge mismatch. When making a strategic game, designer must think about players who think and solve a problem together. If one player knows a lot more than the other, this becomes less fun than playing alone. Players can give an order, but each player need to do the objective by themselves. Problem number two is skill mismatch. When someone is better than you in skill, that is even less fun. Tanya Short said, "Everyone on the team resents this, the stronger players and the 'weak link.' She suggests the solution is two tiers of rewards for both groups. Leaderboards for the hardcore that every week would reward the top crafting guild, top PVE, and so on. On the other hand, we can have the progression levels which took casual guilds a long time to get through. Problem number 3 is public humiliation. Some players don't want to play with others. They are excellent players who just want to be left alone because they find the idea of making mistakes in front of others embarrassing. Common solutions for this include offering a private tutorial at the start of the game and offering a help channel for newbies. For the players who genuinely want to play alone, Short admitted that a single-player mode could serve a purpose, but asked developers to consider what the goal of their game design actually is. Problem number four is no protagonist. Players are not the protagonists anymore. "It's most popular to give the player creative expression,"

Short said, such as character customization. Designer need to allow players to differentiate themselves and their behaviors from others. Problem number five is jerks. "There's an instant problem in putting even two people together," Short admitted. "They're not always nice to each other, even when you want them to be. It's most popular to limit what happens to a player when they lose. But if someone really screws another player over and they lose everything, it's an unpleasant situation. Players can choose who to trust; if they choose to grieve other players, that was their mistakes.

In conclusion, playing cooperation game is a good way to practice skills such as communication, critical thinking, team work, problem solving, and time management. Besides that, cooperation game is for entertainment and relaxation after stressful studying or working hours. Playing cooperation game can be addictive, so all players need to keep track time their play to maximize benefits while not waste of time and health. Today, game developers write many good cooperation games like Age of Empires 4, and GTA 5 for people. They want to earn profit, so they not really care about how much times a player spends on the game. Some other games are pay to win, so players need to wisely spend their money. Money is hard to find, so players need to play solely for entertainment. Sometimes, players can play a game very well to compete against each other to win a prize and become famous. It is another benefit of cooperation game. While playing cooperation games, people needs to have an open mind to not worrying about the result of the game. It is just for entertainment. Students need to balance between time to work, family, relax, and game. In general, cooperation game is for young adults. Rarely elders will play cooperation games because they are not interesting for older people any more. Cooperation games should be available for elders because they are lonely. If there is a game for elder people to connect, it will be a game changer. Cooperation games can connect elder people to spend time with each other. They will have an enjoyable time to talk and cooperate. Game is good for brain, so number of people who loses their memory will be reduce. Moreover, they will live longer because they have cooperation game to play and friends to chat with. It is the ultimate benefits of cooperation games for all ages. Grandparents feel happy, so the whole family also feels happy.

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