Baldur's Gate III

temporal motivation theory

Crafting

Crafting is the **mechanic** that allows the player to **use the resources and Items obtained during exploration, fights and secondary missions to obtain consumable objects with better performance in terms of combat and gameplay continuation**. The time spent *collecting materials*, *fighting enemies* to obtain the **drop** and the times these operations are **repeated** can greatly **change the player's motivation** in carrying out a certain action. In the analysis, all the characteristics of **obtaining materials** are analyzed to see how the player's **motivation can increase or decrease** through the inclusion of new Craftables and Prompts (📄 **BMAP**).

Temporal Motivation Theory - Establish the values for the calculation

$$Motivation = \frac{Expectancy * Value}{1 + Impulsiveness * Delay}$$

As we do not have **predefined value scales**, the **values** that each variable can **take on in the calculation** will be **decided arbitrarily** by considering **different aspects of the gameplay**. For each variable, values **from 0 to 5** are chosen to indicate **different gameplay situations in which the missions are carried out** (*a value can be assigned for different reasons based on the type of mission and the aspects it requires*). With these values, the **motivation range varies between 0 and 25** and can be converted into a range between **0 and 100**, thus calculating a percentage of player motivation.

Craftable Items - Aspects Analyzed

Typology - Expectancy & Value

The **type of craftable** item **actively impacts the motivation of the different player types** based on the effect that Item has during *combat or exploration*. The **Expectancy** that the player has once **crafted the Item** is directly linked both to the **narrative** and **gameplay consequences** that that object can generate, and to the status of the character or team in that specific moment of gameplay (**Level, equipment**). The **value** of each Craftable is also affected by the **repetition** of the **actions necessary to obtain** it or the battles to be faced.

TMT - Expectancy

Before carrying out activities to recover all the ingredients and craft objects, the player **evaluates how useful it is to do so,** based on **how positive the reward is** (*item value, statistics and combat usefulness*) and on the **status of his team**. The **Authority** of the missions is implicit, the player is not given a **minimum recommended level** to tackle them but the difficulty of the missions themselves pre-establishes a suitable team structure. The **time required to complete the missions** or to **explore/combat** to obtain the recipe negatively affects the expectation a player has on a certain Craftable.
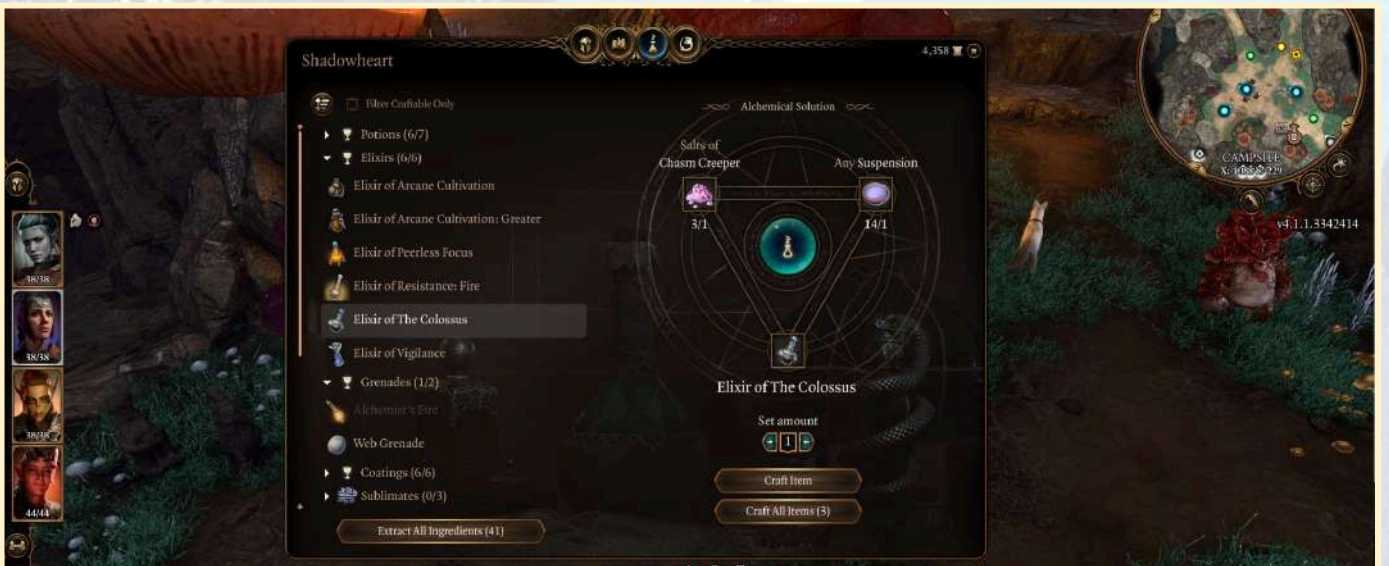
Arc	*Gameplay moment* before to face the mission, the fight or the environment exploration
Build	*Equipment* worn by the team to face battles (Weapon, Armor, Level, Skills, Items ecc.)
Authority	*Player skill level* and *character stats* required to complete the mission or the fight (implicit, depends on the MOB level and stats and the gameplay area of the mission)
Combat Exp	*Player's combat skill level* (Skills, Level, EXP) and previous experience in gameplay

Value	Arc	Build	Authority	Combat Exp
0	**Beginning**	1 Character, Starter Level	**High**	**No Combat Experience.**
1	**Initial Arcs**	2 Character, Starter Level	**High**	**Few Fights**
2	**Intermediate**	2 Character, Medium Level	**Medium**	**Faced several Fights**
3	**Intermediate**	3 Character, Medium Level	**Medium**	**Faced several Fights**
4	**Advanced**	4 Character, Medium Level	**Low**	**Mastered Skills and Stances**
5	**Advanced**	4 Character, High Level	**Low**	**Mastered Skills and Stances**

TMT - Value

Evaluation of the **usefulness** that the player assigns to each **Craftable** based on the use it can have at a **gameplay level** (*new combat dynamics, boosting of stats, increase in damage inflicted on enemies, interaction with NPCs and the game world*) and on a **narrative level** (*importance of the single Item, backstory, information obtained by carrying out missions and exploring places*). The values vary based on the reference **Player Type**.

Value Variable - Values

The values that are taken into consideration, based on the **type of Craftable**, are:

Reward Utility	The **higher the utility**, the **longer** the gameplay **time** in which the player **uses that reward**
Reward Cost	The price at which the **Reward can be resold** to obtain **currency**
Stats Upgrade	The **bonuses** that the reward provides to the **character's stats** if equipped
Affective Value	**Emotional value** that the player **feels** towards that reward (*Appearance, Lore, etc.*)
Char/Env Lore	How much information at **lore level** (*character or game world*) the **reward provides**

Value	Reward Utility	Reward Cost	Skills Upgrade	Affective Value	Char/Env Lore
0	**Never Used**	Low	**None**	None	**None**
1	**Rarely Used**	Low	**Little Stat Boost**	None	**Few Info**
2	**Short period**	Medium	**Little Stat Boost**	Little affection	**Few Info**
3	**Long period**	Medium	**Medium Stat Boost**	Little affection	**New Lore Info**
4	**Most of Gameplay**	High	**High Stat Boost**	Great affection	**New Lore Info**
5	**Until the End**	Very High	**High Stat Boost**	Great affection	**New Lore Info**

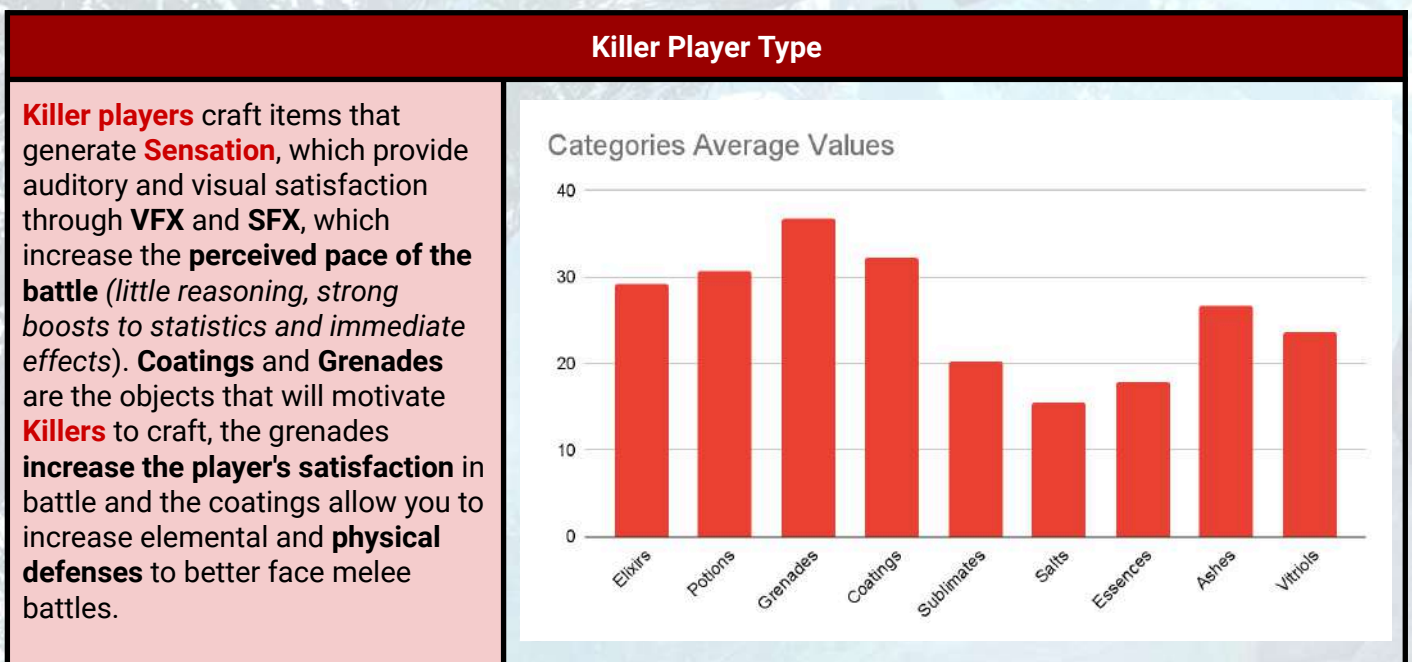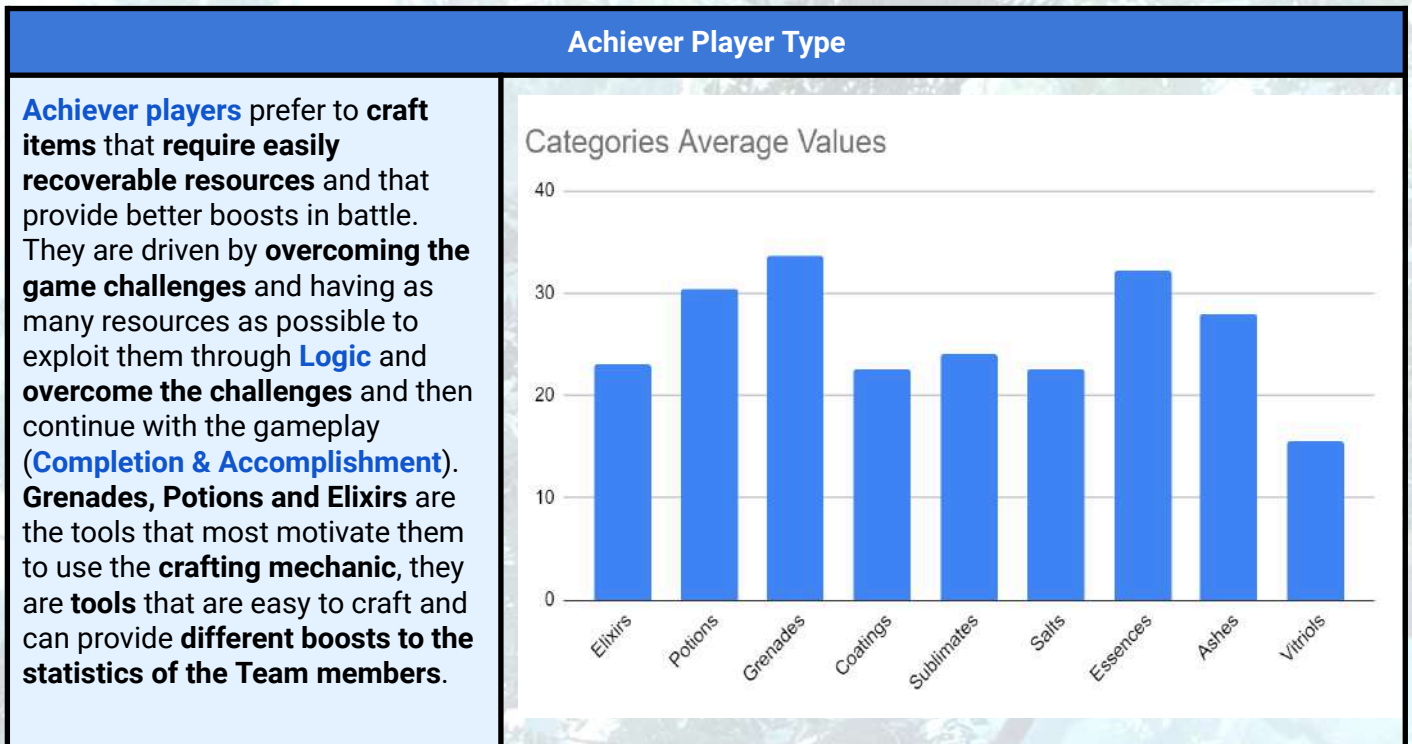|		
TMT - Impulsiveness The **sensitivity of the Delay** is given by the gameplay moment in which it is possible to reach certain places or carry out missions to obtain the ingredients to be used in crafting. The **player's skills,** his approach to **exploration** and the **composition of the team** influence the evaluation.	**0**	The mission or the combat must be **completed immediately** in order to overcome the current main mission. The player **has the necessary skills and the Team is leveled enough to win combats.**
	1	The mission must be **done immediately** in order to overcome the current main mission, the player must **obtain rewards to improve his build or must recruit new team members to increase his chances of victory.**
	2	The mission can be **carried out in the next narrative and gameplay arc**. The player **has the necessary skills and the Team is leveled enough to win combats.**
	3	The mission can be **carried out in the next narrative and gameplay arc**. The player must **obtain rewards to improve his build or must recruit new team members to increase his chances of victory.**
	4	The mission can also be **carried out at the end of the gameplay**. The player has **insufficient skills and his team is under-leveled.**
	5	The mission can be **carried out at any moment of the gameplay**. The player **does not have sufficient skills and his team is too weak to fight enemies and win combats.**

TMT - Delay Time to obtain the **necessary resources**, **explore** the game environments and complete missions to be able to **craft the desired items**.	**0**	The mission takes place in the **player's location**. **No fight**
	1	The mission takes place in a **location adjacent to the player's**. **No/few fights**
	2	The mission takes place in a **location adjacent to the player's**. **Numerous** or prolonged combats (**Boss**)
	3	The mission takes place in a place **far from that of the player**. **No/few fights**
	4	The mission takes place in a place **far from that of the player**. **Numerous** or prolonged combats (**Boss**)
	5	The mission takes place in a **location opposite on the map** to that of the player. **Numerous** or prolonged combats (**Boss + Mob**)

Craftables Analyzed - Baldur's Gate 3 Items

The **Craftable** in Baldur's Gate 3 are **all consumable objects that can be used in battle to generate new combat dynamics and inflict greater damage on enemies or to defend against their attacks.** The analysis is carried out for each type of **Player Type (Bartle's)** in order to understand how each player places themselves in the search and obtain the ingredients for the Craftables and **how their motivation towards the mechanics varies based on the factors listed previously.**

🗓 TMT Final Motivation - Craftables

Final Motivation (in%) for each Player Type respect to Typology of the Craftables

Achiever Player Type

Achiever players prefer to **craft items** that **require easily recoverable resources** and that provide better boosts in battle. They are driven by **overcoming the game challenges** and having as many resources as possible to exploit them through **Logic** and **overcome the challenges** and then continue with the gameplay (**Completion & Accomplishment**). **Grenades, Potions and Elixirs** are the tools that most motivate them to use the **crafting mechanic**, they are **tools** that are easy to craft and can provide **different boosts to the statistics of the Team members**.

Categories Average Values — (bar chart for Elixirs, Potions, Grenades, Coatings, Sublimates, Salts, Essences, Ashes, Vitriols)

Killer Player Type

Killer players craft items that generate **Sensation**, which provide auditory and visual satisfaction through **VFX** and **SFX**, which increase the **perceived pace of the battle** *(little reasoning, strong boosts to statistics and immediate effects)*. **Coatings** and **Grenades** are the objects that will motivate **Killers** to craft, the grenades **increase the player's satisfaction** in battle and the coatings allow you to increase elemental and **physical defenses** to better face melee battles.

Categories Average Values — (bar chart for Elixirs, Potions, Grenades, Coatings, Sublimates, Salts, Essences, Ashes, Vitriols)

Explorer players craft items to **discover** all the possible **strategies and interactions** of consumable items in combat and during gameplay. They are **driven by the exploration of game locations** and this leads them to prefer resources that can only be obtained in secret areas or reachable through secondary missions. **Salts** and **Elixirs** are their favorite **Craftables** as they allow them to experiment with gameplay, **discover new strategies and reach hidden places to obtain ingredients.**

Categories Average Values
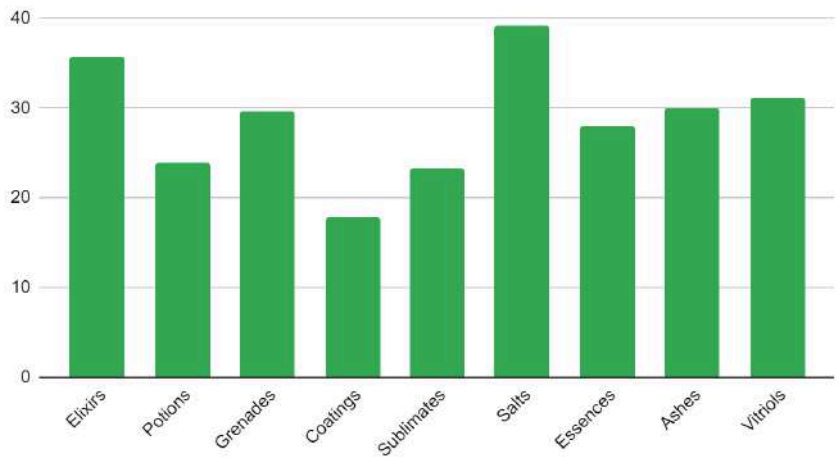
Socializer players have the **goal of crafting items** and showing other players their level of character **customization**, their **strategies in battle** and all the actions they performed to **obtain the ingredients.** They want to be **accepted by the community** and feel part of it, they craft objects that create **sensations** to share with others and they want to **completely customize their gaming experience and their characters in the Team.** Essences allow you to craft items that are stronger and more difficult to create, thus posing a challenge to be shared if overcome.

Categories Average Values
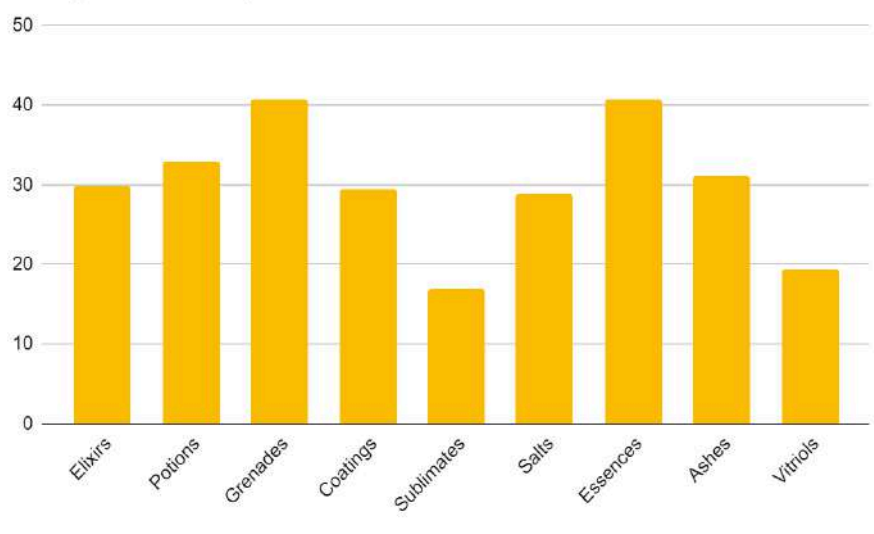
Conclusions

Although each **Player Type** has its own preferences regarding craftable objects, **the average motivation percentage never exceeds 45%**. This indicator underlines the **lack of use of player crafting due to the main motivations that push them to collect resources and use them with the analyzed mechanics.** The **BMAP** is the framework used in the analysis to try to use prompts that increase players' motivation and rewards towards crafting and facilitate its use. In this way, even players who are already motivated but **lack ability** can have **Facilitators** that allow them a better approach to the mechanics.