

A video game is traditionally an interactive experience designed by professional developers, though with the rise of participatory culture and developer kits included in the game, more players are performing game design of their own. User-generated game design is not well understood in academia and little research has been done about it, even though it is becoming an increasingly more common social activity.

For this project we are exploring the process of user-generated game design and how this design process is positioned within the context of the metagame by being framed as a type of gameplay itself. To do this we examine a variety of user-generated levels from the platforming and level-creation video game *LittleBigPlanet 2*. We find that the design of the levels that players are creating for each other is situated by the metagame and the style facilitated by the development kit. Our findings have implications for design of future games that include development kits for user-generated content.