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GMAM702: Prototyping for Games

2: Module Introduction

Today's agenda

- ▶ Prototype Due Date
- ▶ GAM702 assignment
- ▶ Iterative Development
- ▶ Ideation

First Prototype - DIY

Due Friday 5pm on Week
3!

Iterative Development



Iterative Game Design Process

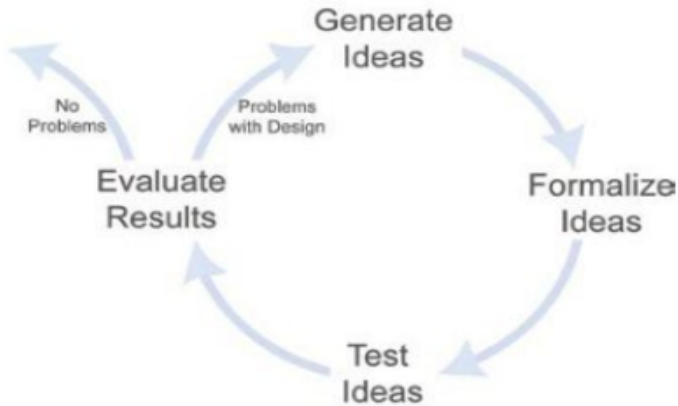
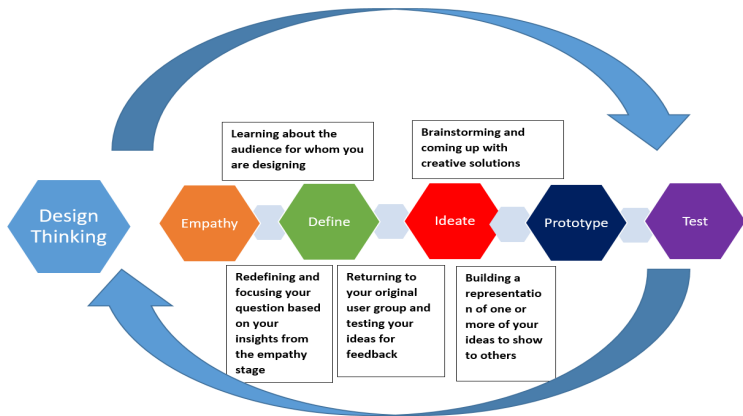
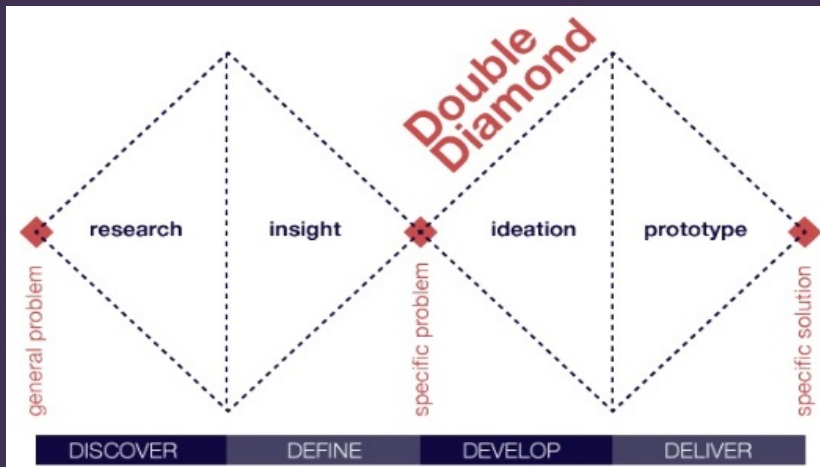


Figure: taken from Game Design Workshop

Design Thinking



Double Diamond



Summary

- ▶ Notice the key similarities in these models
- ▶ Iteration, testing and revising are key
- ▶ For the rest of this lecture we are going to focus on the ideation stage

Ideation



Intro

- ▶ Seen as one of the most important stages
- ▶ Used to generate challenges
- ▶ Allows you to explore the possibility space
- ▶ Challenge assumptions about an area

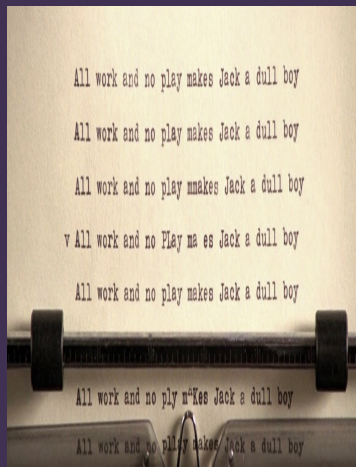
Brainstorming



- ▶ First described by Alex Osborn(1953)
- 1. Idea Quantity
- 2. Criticism of the ideas withheld
- 3. Wilder the idea, the better
- 4. Combine and Improvement

List Creation

- ▶ Write everything you can about a topic
- ▶ Free association allows you to explore the area
- ▶ While organisation of the list allows you to explore relationships



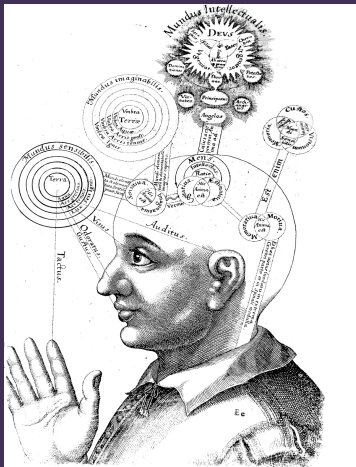
Idea/Creativity Cards



- ▶ Start with a blank deck of index cards
- ▶ Write words on each one
- ▶ Shuffle the deck, draw two and pair them
- ▶ Rinse repeat
- ▶ Or use Creativity Cards

- [illegible]

Stream of Conscious



- ▶ Sit down at a computer (or with pen & paper)
- ▶ Write everything that comes in mind for 10 mins
- ▶ Shout out is a variation, which you speak into a voice recorder for 10 mins

-

Research



- ▶ Useful for serious games and games that are grounded in a world
- ▶ Research a topic that interests you. Immerse yourself in a topic
- ▶ Even if your game isn't grounded in the real world it might have real world analogues

Challenge

- ▶ For the next Prototype
 - ▶ Research some of these ideation techniques
 - ▶ Select a couple and use them to generate ideas
 - ▶ Reflect on what games have been created

References

- ▶ Mongeau, P.A. and Morr, M.C., 1999. Reconsidering brainstorming. *Group Facilitation: A Research and Applications Journal*, 1(1), pp.14-21.
- ▶ Lucero, A. and Arrasvuori, J., 2010, September. PLEX Cards: a source of inspiration when designing for playfulness. In *Proceedings of the 3rd International Conference on Fun and Games* (pp. 28-37). ACM.
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