## Lab Session 1 –Introduction to the games design road map.

# Objectives

The objectives for this week are:

* Introduction to the module.
* Consideration of conceptualising game ideas.
* Understand what is considered by the concept of a game designer.

# Tasks

# Task 1

* This first week requires that you form a group of 3 to 4 people.
* In your groups, discuss:
  + What games design is and what the role of a games designer is?
  + What game design is ***not*** in terms of games construction?
* **This will be discussed with the lab group and your lab tutor.**

**Task 2**

* In your groups, discuss games you find interesting, are currently playing, are past favorites or that you consider to be poor examples from the below groups:
  + First Person Shooters (FPS).
  + Massively Multiplayer Online Role-Playing Game (MMORPG).
  + Racing.
  + Sand box.
  + Sports.
* Go to the **Games** forum and subscribe.
* In the forum (see the link on Blackboard), add the list of games that you have discussed with the reasons why you have included them.
* **This will be discussed with the lab group and your lab tutor.**

# Task 3

* The core dynamic is a single element within the game that summarises what the gameplay is. For instance, in the board games *Risk* and *Go* the core mechanic is acquiring territory, in *Temple Run* the core issurvival and in *Minecraft* it is building.
* Look at the list of the games that you have created in your group. Examine them and consider what the core or core dynamic is. How do these tie in with the list in the pre-lab document? Are there hybrids / compositions of these core dynamics?
* Go to the **Core Dynamic** forum and subscribe.
* Add this information to the correct forum section.
* **This will be discussed with the lab group and your lab tutor.**