Academia Management Game

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| **Pitch** | PhD Comics in game form |
| **Target Platforms** | iOS, Android & Web |
| **Play Style** | Most closely resembles Game Dev Tycoon. More in depth gameplay than clicker games (Cookie Clicker, Adventure Capitalist, etc..) but less complex than involved management/simulation games (Football Manager, Theme Hospital, etc..) |
| **Goal & Scoring** | The goal is to achieve the highest score at the point that emeritus professor is achieved. These targets vary depending on the institution and a leader board is formed based on the tenure deal achieved.  Scoring systems include h-index, citations on most successful paper, average funding per year, awards (nobel prize, fields medal, etc..). |
| **Mechanics** | Main drive is based around the production of papers while managing staff, finances and other academic commitments.  A proposal is first submitted to start a research project and this has targets attached (no. of papers, average paper score, timespan, etc..) which if not met affect future funding proposals. While running projects generate theoretical, experimental and computational points which must be spent to produce papers.  Staff management involves hiring underlings (phd students, postdocs, etc..), pleasing collaborators and ensuring that the health issues of underlings are met.  Finance is a balance of external funding obtained by getting grants and submitting proposals against the upkeep expenditure and one off costs (travel, equipment, etc..).  The other academic commitments involve undergraduate teaching and administrative responsibilities which are required to keep the institution happy.  Each character will have stats (writing, presentation, theoretical reach, etc..) and modifiers (+10% speed, added influence, etc..).  Much of the narrative is driven by events. These take place on two levels important and unavoidable events are given by a knock on the door while ‘side missions’ are found by checking email. |