

ARTS 3391 GAME STUDIO: RADICAL GAME DESIGN

Tuesday, Thursdays 9:30-10:55, Heimbold 107

Conferences on B Weeks

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DESCRIPTION

This semester Radical Game Design looks at 2D adventure games as both an artistic medium and as a form of social and political critique. The projects we'll develop in this class are about something, mean something to the artist that develops them, and use interactive art as a form of social or political engagement. We take the position that games and simulation signal an important change in media culture, one that allows the avant-garde into everyday life, but only when one is educated as to how the experimental works through popular culture. We will look at the human implications of games as regimes of interaction, ones which reward certain behaviors and punish others, think about the ways games define and redefine player agency within their own rule sets, and notice the ways in which games can encourage – or discourage – people to think, feel, and act. Artists include the cultural innovators of the game form Pedercini, Rohrer, Pope, Joergensen, and others. Taught in Unity.

ATTENDANCE & PREPARATION

Participation is a big part of the course. Please come to class having played, worked, read, and experimented thoughtfully. More than one absence, or missed deadline, workshop, presentation, playtest, conference preparation, or reading requires a conversation.

This class will Have one extended playtest:

- *Tuesday, February 13th, 9:30am - 12:30am*

This class has two required activities:

- *March 6th at 5:50, Artists Talk with Martha Rosler*
- *May 8th at 3pm, Visual Arts Program Open Studios*

COURSEWORK

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| • Concept Art & Character Build | • Four WordPress Posts |
| • Character Walk Cycles and Animations | • Game Night |
| • Music, Sound Effects, Sound Design | • Open Studios |
| • Game Build | • Paper Game |
| • Design Document or Game Feature | • Map Hangs |
| • Course Readings | • Final Work Folder |
| • Gameplay Readings | • Seven Prepared Conference Meetings |

READINGS

Prepare a discussion quote sheet for each reading by pulling one quote from the reading and typing this out on a page. Below that write three questions the quote inspires. Print that out and bring one copy of your quote sheet for each person in the class.

Andrews. "Video Games as Literary Devices." In Chapter 4 in The Video Game Theory Reader 2. Perron, Bernard, and Mark J. P. Wolf. New York: Routledge, 2009

Beck, Kim. "Molleindustria: An Interview with Paolo Pedercini." Temporary Art Review. June 14, 2014.

Accessed January 14, 2017.

<http://temporaryartreview.com/molleindustria-an-interview-with-paolo-pedercini/>.

READINGS (continued)

- Costikyan, Greg. "I Have No Words and I Must Design" (Proceedings of Computer Games and Digital Cultures Conference, ed. Frans Mäyrä. Tampere: Tampere University Press, 2002).
- Frasca, "Videogames of the Oppressed." In Wardrip-Fruin, Noah, and Pat Harrigan. *First Person: New Media as Story, Performance, and Game*. Cambridge, MA: MIT Press, 2004.
- Knozack. "Philosophical Game Design." Chapter 4 in *The Video Game Theory Reader 2*. Perron, Bernard, and Mark J. P. Wolf. New York: Routledge, 2009
- Lee. "I Lose Therefore I Think." *Game Studies: The Journal of Game Research* Volume 3. Issue 2: (December 2003)
- Pearce, Fron, Fullerton. "Hegemony of Play." ([Proceedings of the 2007 DiGRA International Conference: Situated Play](#). Volume: 4. The University of Tokyo, September, 2007).
- Schleiner. "Dissolving the Magic Circle of Play." "Opensorcery.net." Opensorcery.net. Accessed January 14, 2017. <http://www.opensorcery.net/>.

GAMEPLAY

Prepare for discussion by taking a screenshot or screen capture of a design element you find compelling or informative for your own development process. On a separate sheet of paper write three questions or observations regarding the game element you've chosen. See if you are able to compare this element to features you've seen used in other games.

- [bracket]games. *Three Fourths Home*, 2016. (Steam \$5)
- inExile. *Wasteland*, 2016. (Steam \$5)
- Jorgenson. *Lisa: The Painful*, 2014. (Steam \$5)
- Pedercini. *McDonalds*, 2010. (Online)
- Pedercini. *Tamatipico*, 2011. (Online)
- Pope. *Papers, Please*, 2015. (Steam \$5)
- tobyfox. *Undertale*, 2015. (Steam \$5)

THIS COURSE WEEK BY WEEK*Before Our First Class*

- Install: Steam & Join the Steam Community
- Install: Unity 5 Personal Edition
- Install: Piskel or another pixel editor

Week 1 Ideas for Radical Games

- January 23 Tuesday
- Analysis: Pedercini. *Tamatipico*
- Reading: Culture Jamming. *Interview with Paolo Pedercini* (.pdf)
- In Class: Interaction Worksheets for Tamatipico
- In Class: Unity Overview
- Homework: Maps & Character Sketches
- Read: Godbold, Chapter 1.
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- January 25 Thursday
- Analysis: Pedercini. *McDonalds*.
- In Class: Interaction Worksheets for McDonalds
- In Class: Sprite Sheets
- In Class: Programming Overview
- Homework: Main Character Sprite Sheet

Week 2	Characters
January 30	Tuesday In Class: Adding a Character Homework: Work on Two Main Character Animations Read: Godbold, Chapter 2.
February 1	Thursday In Class: Player Controllers Homework: Finish Player Controller
B Week	Conference #1: Interaction WorkSheets / Paper Game Drafts
Week 3	Character Animations
February 6	Tuesday In Class: Animating Characters Homework: Continue Character Animations Read: Godbold, Chapter 3.
February 8	Thursday In Class: Discuss Ideas for Maps Homework: Map Backgrounds and Elements
Week 4	Paper Games
February 13	Tuesday <i>*this is an extended class</i> In Class: Paper Game Play Tests, Groups 1 & 2
B Week	Conference #2 Paper Games Revised
Week 5	First Map
February 20	Tuesday In Class: Map Building Homework: Make Map Elements Read: Godbold, Chapter 4.
February 22	Thursday In Class: UI Overview Homework: Map Elements Continued Read: Godbold, Chapter 5.
Week 6	NPC Encounters
February 27	Tuesday In Class: Conversation Panels Homework: Build Conversations Read: Godbold, Chapter 6

Week 6	NPC Encounters (continued)
March 1	Thursday In Class: Conversation Homework: Conversations Dialogue
B Week	Conference #3: State of the Game Presentation Checks
Week 7	State of the Game
March 6	Tuesday Group 1
March 8	Thursday: Group 2
Week 8 & 9	Spring Break
Week 10	World Map
March 27	Tuesday In Class: Loading Levels Homework: Imports Maps & Create Transitions Read: Godbold, Chapter 7
March 29	Thursday Analysis: tobyfox, <i>Undertale</i> (2014).
B Week	Conference #4 Ideas for Sound Design
Week 11	Hit Box Systems
April 3	Tuesday In Class: Add Hit Boxed & Events Homework: Hit Box Scenarios Read: Godbold, Chapter 8
April 5	Thursday Analysis: Pope. <i>Papers, Please</i> (2013).
Week 12	Sound Production
April 10	Tuesday In Class: Principles of Sound Design In Class: Sound Production Tools Homework: Make Sound
April 12	Thursday Analysis: [bracket]games. <i>Three Fourths Home</i>
B Week	Conference #5

Week 13	Sound Programming
April 17	Tuesday In Class: Sound Scripting Homework: Add Sound to Your Game Build Read: Godbold, Chapter 13
April 19	Thursday In Class: Picking Up Objects In Class: Discussion: How Should Your Inventory Work? Homework: Make Inventory Items
Week 14	Inventory
April 24	Tuesday In Class: Inventory Basics Homework: Establish Inventory System Read: Godbold, Chapter 11.
April 26	Thursday In Class: Finish Inventory System Homework: Prepare State of Game
B Week	Conference #6
Week 15	Final Crits
May 1	Tuesday In Class: Group 2
May 3	Thursday In Class: Group 1
Week 16	Open Studio
May 8	Tuesday <i>*This is a required event.</i> Heimbold Visual Arts Center, 3pm-5pm.
May 10	Thursday : Analysis: inExile. <i>Wasteland</i>
B Week	Conference #7 Final Work Turn In

Discuss: Final World Maps

Discuss: Pope. *Papers, Please*

Discuss: Ledonne. *Columbine RPG*

Discuss: Schleiner. *Velvet Strike*

Discuss: Roberts. *God is a Ghost*

Discuss: tobyfox, *Undertale*

Discuss: inExile. *Wasteland*

Discuss: Indiegrimes. *What Now?*

Discuss: [bracket]games. *Three Fourths Home*

Discuss: Totten. *Lissitzky's Revenge*

Discuss: Knozack. *Philosophical Game Design* (.pdf)

Discuss: Lee. *I Lose Therefore I Think* (.pdf)

Discuss: Pearce. *Hegemony of Play* (.pdf)

Discuss: Andrews. *Video Games as Literary Devices* (.pdf)

Discuss: Costikyan. *I Have No Words and I Must Design* (.pdf)

Discuss: Schleiner. *Dissolving the Magic Circle* (.pdf)

Discuss: Frasca, *Videogames of the Oppressed* (.pdf)

Discuss: Dutzel. *My Level Creation Process* (.pdf)

Discuss: Tiles & Tile Maps

Discuss: Game Night Setup

Discuss: Game Night Posters

Discuss: Ways to Playtest

Discuss: Game Night Posters Review

Upload: Tiles & Tile Maps

Upload: Character Animations