

1.0 Cultural Identities

1.3 Synthesise & Articulate

Introduction

Over the next part of this project you will use a structured process to develop the insights that have provided you a start point for your idea and create documentation to appropriately communicate your idea.

Task

Having created a basic proposal for a new world/ environment and core values/ parameters that help define this environment from the evidence you researched at the British Museum, you are now to develop this proposal into a visual presentation* and communicate your idea through your documentation, you should prepare all your supporting material for this session. All work/ sketches/ notes/ photocopies/ sketchbooks for this should be collated and bound. This work will be presented for all to view as you present your idea.

NOTE this should not be a powerpoint presentation

At this stage of the course we want you to be quite broad in your interpretation of the task. Use your evidence to drive your decisions to shape your idea, your documentation could include storyline ideas, sprite sheets, film clips, sound examples, animation, colour palettes, sample characters, concept art, paradigms, mechanic concepts, features, interface, typographic choices, style, metaphors etc. Your presentation could include prototypes for demonstrating characteristics of your idea.

Do not be deterred by what technically you can make, if you can't make it, propose it through visuals, storyboards or animatics. You can use found sound and video to make. You need to sell the idea of the game to the rest of your cohort.

It's the end of your first project so be ambitious and extend what you have done previously. It is OK if you make mistakes, you should be making mistakes at this stage of the course.

This project is about ideas generation and this means throwing away as much as you keep, your presentation should convey the experience and the concept of your game that gets others excited about your idea.

Research

Designing Monument Valley - Ken Wong

<http://www.gdcvault.com/play/1020878/Designing-Monument-Valley-Less-Game>

Live Case Study of making of Grid 2 (codemasters)

<https://vimeo.com/52926160> (see from 47mins 30 seconds)

Open Journal of game development (click newer to see progression)

<http://retrogamecrunch.com/journal/?page=9>

<http://retrogamecrunch.com/about/>

Assessment evidence

- Crit Attendance
- All supporting work/ sketches/ notes/ photocopies sketchbooks this should be collated and bound.

Learning Outcomes

Please refer to the module descriptions in your Semester 01 guide where the Learning Outcomes for this module are listed in full.

Aside

Assessment

Final summative assessment will take place at the end of the first semester on the 15th of January 2015.

Tutors

Adam Procter, Andy Lapham, James Stallwood.

Programme Administrator

Emma Cutler

Health & Safety

<http://wsa.wikidot.com/healthandsafety/>

It is the duty of all students to work in a safe & healthy manner and to have a duty of care unto yourself and others. Please ensure that you are aware of the relevant health and safety requirements for all activities that you undertake during your study. In particular you must refer to Studio & Workshop codes of practice, attend all mandatory & relevant training and refer to the traffic light system for equipment use. Please check with your academic staff if you are required to complete a project proposal from and/or specific risk assessment.