**Quick Game Design Workshop**

from MIT edX: Introduction to Game Design & Institute of Play

**LEARNING GOALS**

Overcoming fear of failure; reviewing the basic components and mechanics of a game; writing a rule set; testing your game; reflecting on your game design experience. Experience the design process.

**SUMMARY**

Make a race game, then test it and report back on your experience making and playing your game.

**INTRODUCTION**

Beginning game designers often wonder how to start designing. This exercise walks you through a complete game creation process. It isn't guaranteed to make a good game, but it will make a complete one.

Don’t be afraid of creating bad games: game designers come up with, try out, and test dozens of bad ideas before they get to the good ones. The faster you run through your thoughts and ideas for a game, the sooner you learn what works.

**ASSIGNMENT ORGANIZATION**

The assignment is divided into four sections:

* Gather necessary components
* Create the game
* Do a playthrough of the finished game to understand what you created
* Improve the design based on playtester feedback
* Play it again and look for more feedback
* Finally, report back on what you’ve learned and achieved in this assignment.

Don't worry that much. It's a creative exercise. The point is to prove to you and everyone out there that you can make a game. You don't have to put a whole lot of thought into it. You don't have to have a brilliant idea. If your push comes to shove, you just start putting things down and it goes. If you have an idea going into it, that's OK. If after 10 minutes you want to keep working on that game, that's OK too.

The quick game is really just a way that is guaranteed to get you started and get you looking at something. And if at the end of your design time, you feel, "Ah, I could have done a better job." That's great!

That's a great, great place for your mind to be, because now you're ready to create something new. Go ahead and mix up something new.