

Computer Game Design

the course

(Introduction to) computer game design

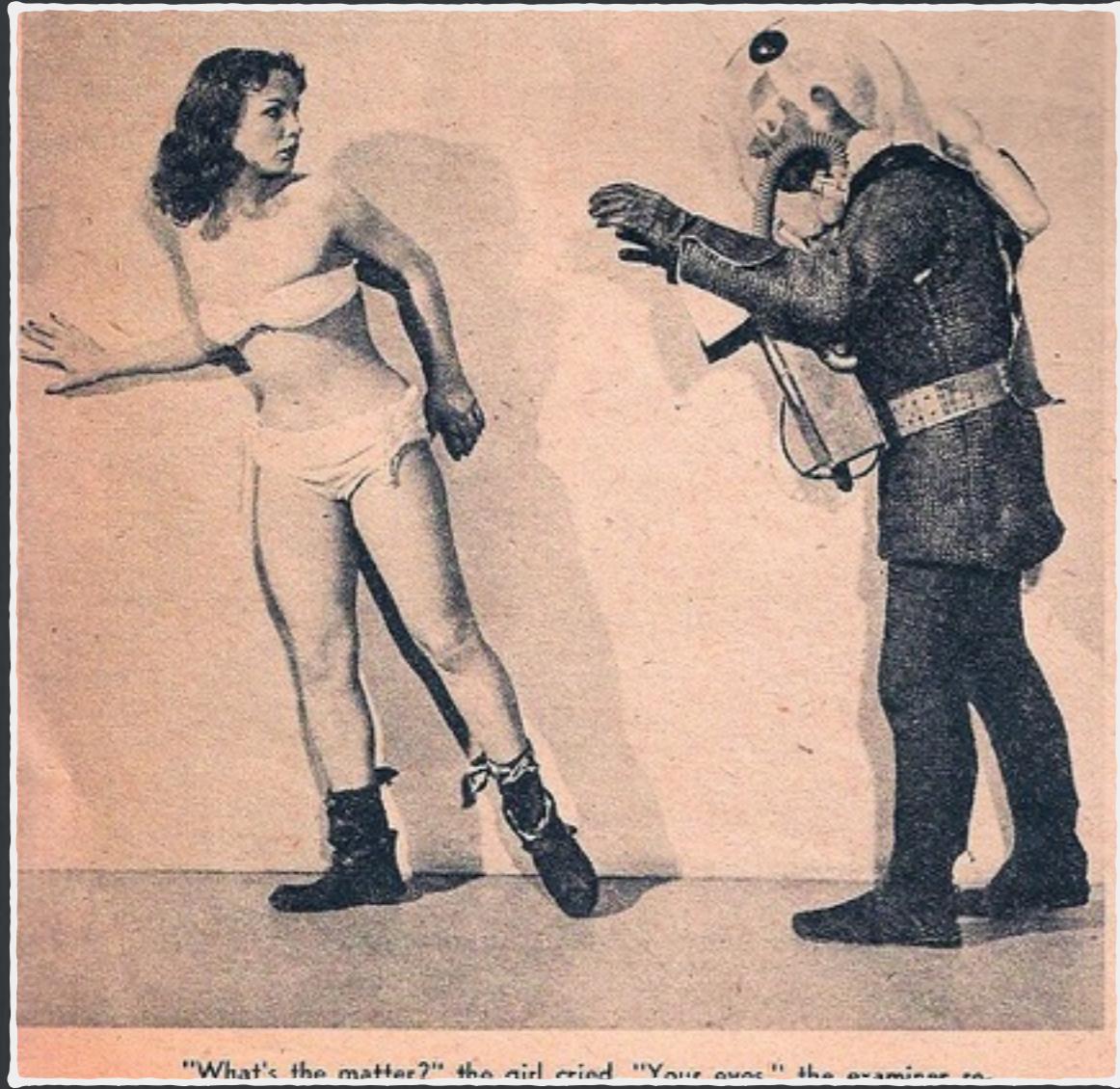
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now

- Who the hell am I?
- Who are you?
- What on earth is this about?
- What's going to happen next?

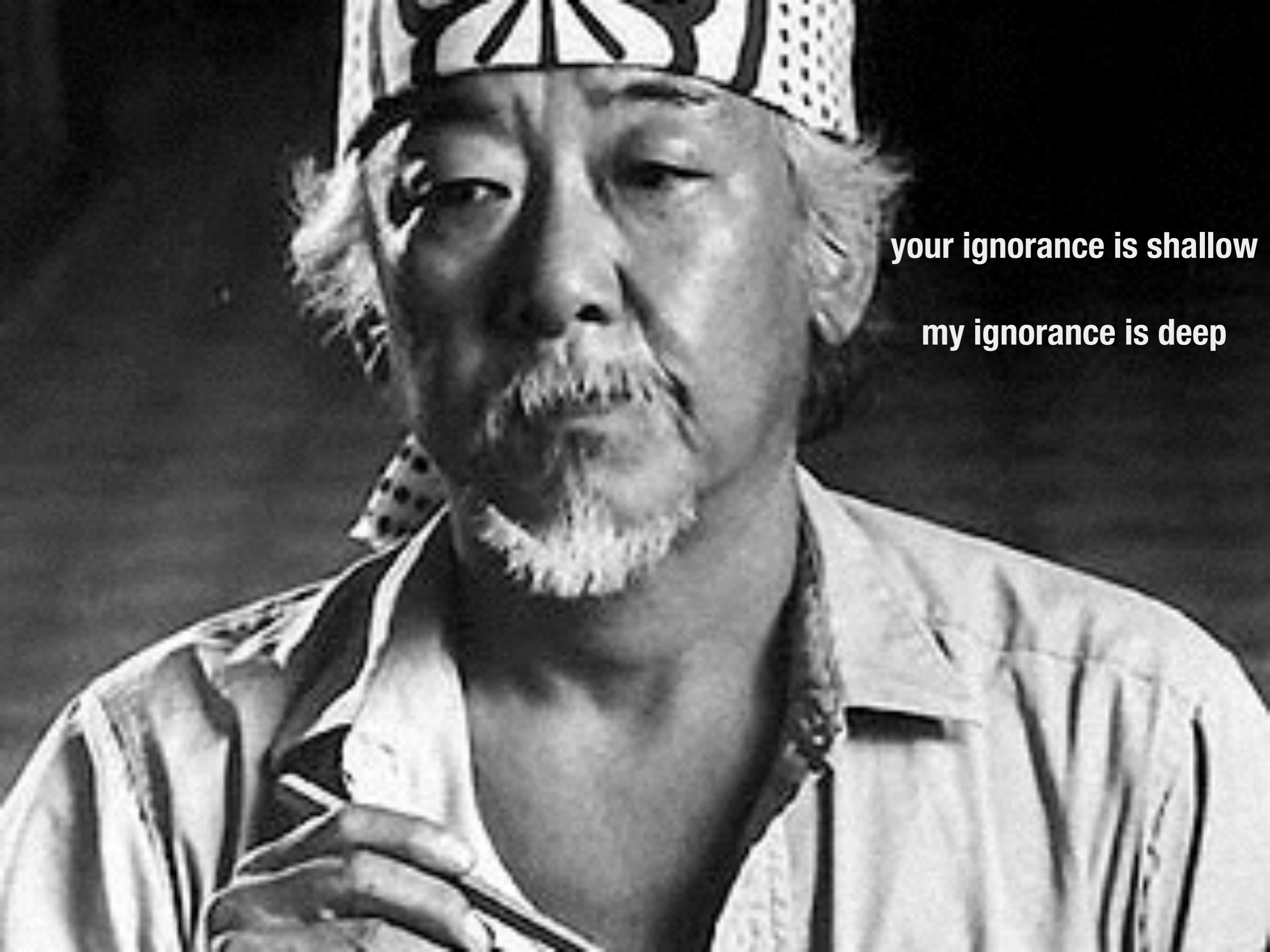
About Miguel

(my favorite topic)



"What's the matter?" the girl cried. "You've!" the examiner re-

- MA in Literary Theory.
- Written The Ethics of Computer Games, Beyond Choices, Play Matters
- Interested in: ethics, experimental, prototyping.
- only one difference between you and me:



your ignorance is shallow

my ignorance is deep



Who are you?



What is this about



Learning goals

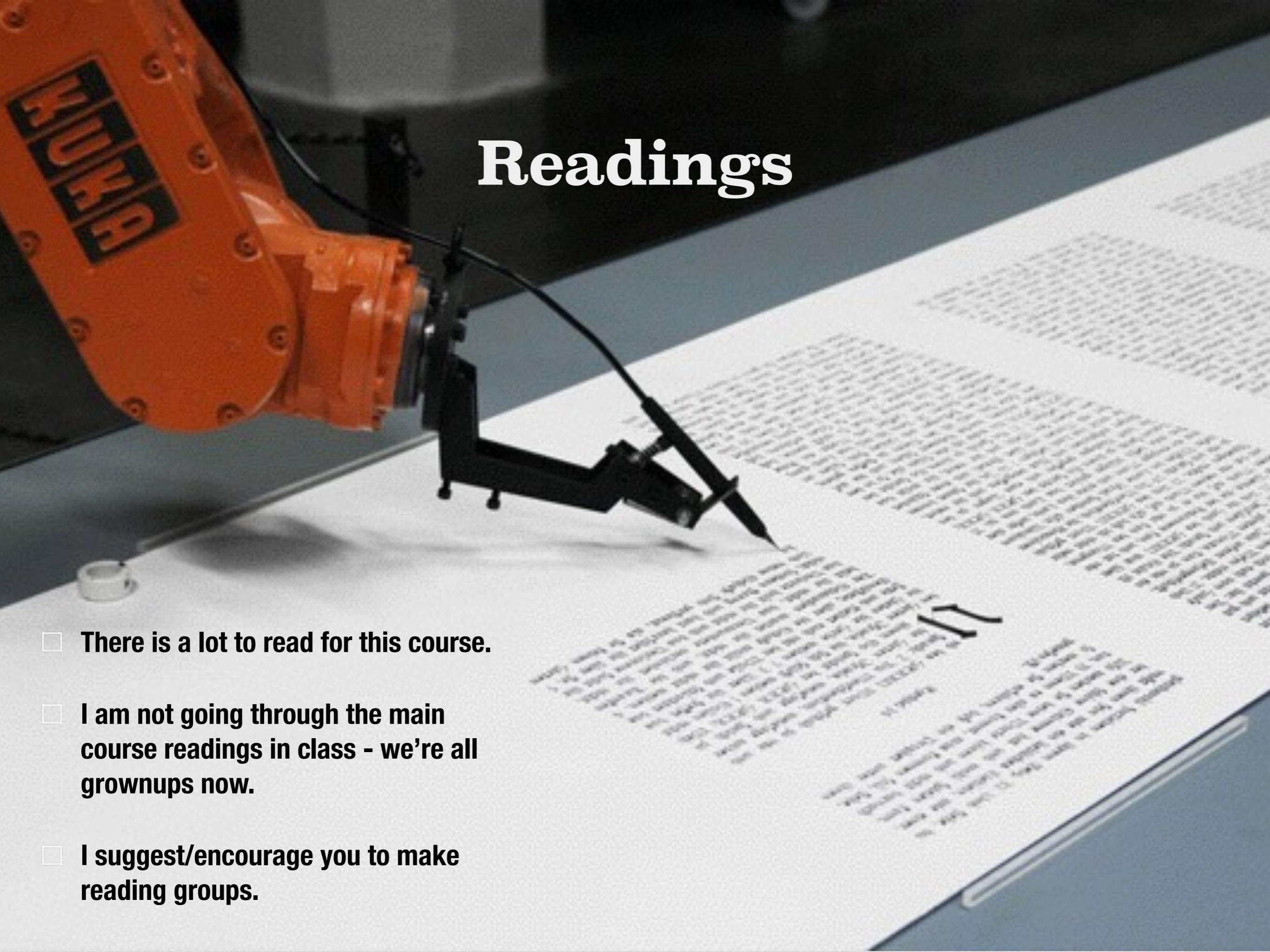
EVERYTHING ELSE IS CHILD'S PLAY.

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You are the action. 3-D sensors track the position of your hand, giving you free-flowing, instant response. It's a complete connection. Intense. And powerful. Plus, the Power Glove has a unique programmable keypad that gives you amazing new ways to play almost every Nintendo game. All your joystick games become different. More exciting. And with games specifically designed for the Power Glove, you'll be blown into another dimension.

- Conceptualize, prototype, develop and test a digital game
- Reflect on the relation between game and interaction design/design in general
- Reflect on the relation of design and player experience
- Evaluate a game concept
- Practice different concept development + testing methods

but, how does this actually work?

- Make prototypes for challenges proposed in class. Write about them**
- Make 1 small, focused game. Test it.**
- ALL THE OFFICIAL INFORMATION IS ON THE COURSE DATABASE.**
- THE COURSE DATABASE IS THE OFFICIAL SOURCE OF INFORMATION!**

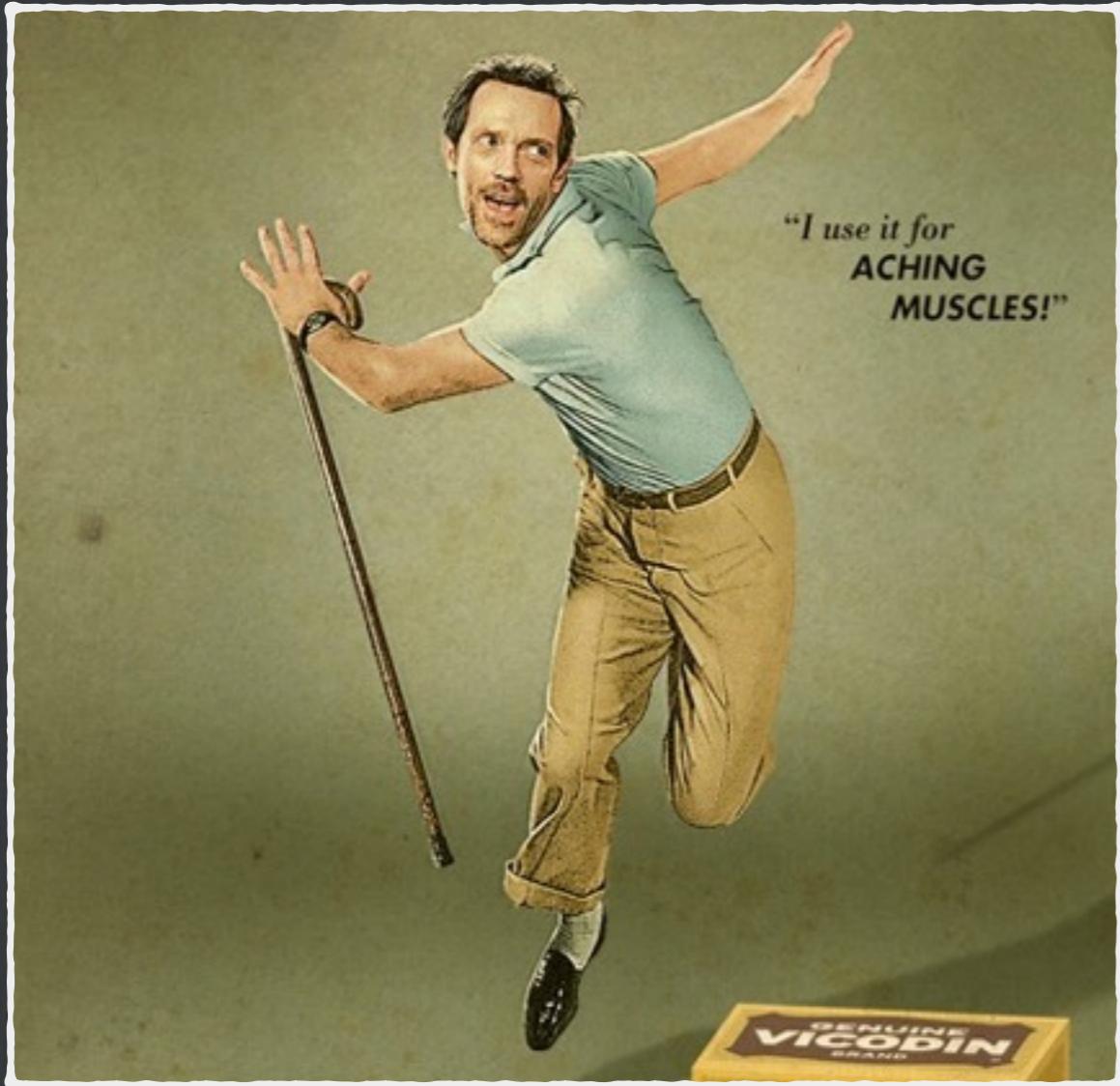


Readings

- There is a lot to read for this course.
- I am not going through the main course readings in class - we're all grownups now.
- I suggest/encourage you to make reading groups.

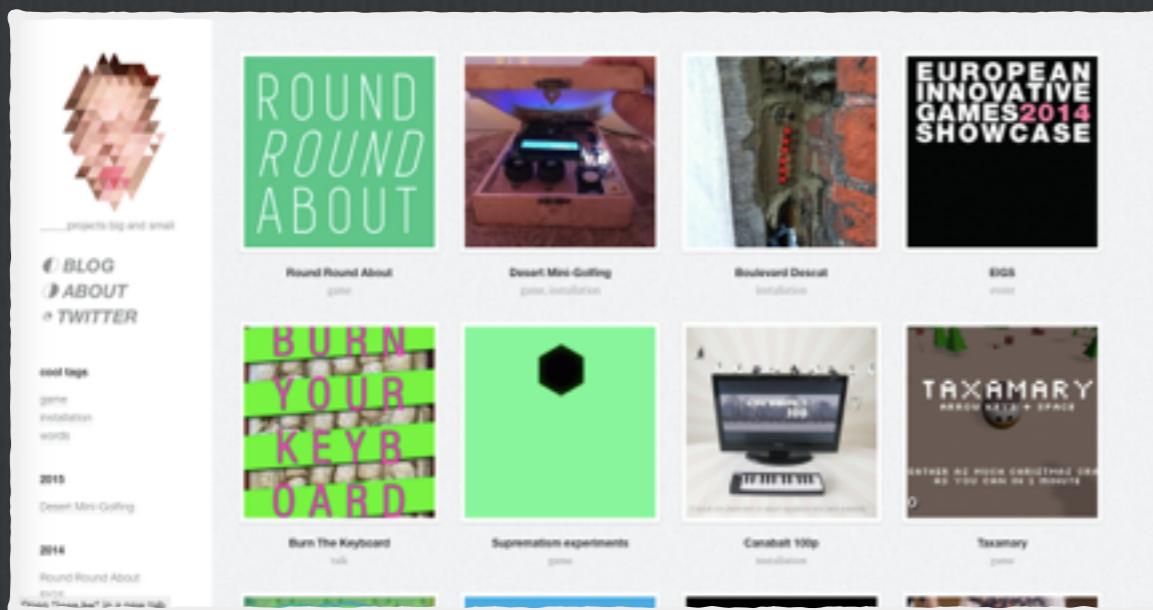
boring practical
information

Grading



- it's complicated
- writing (insert panic mode)
- game
- prototypes

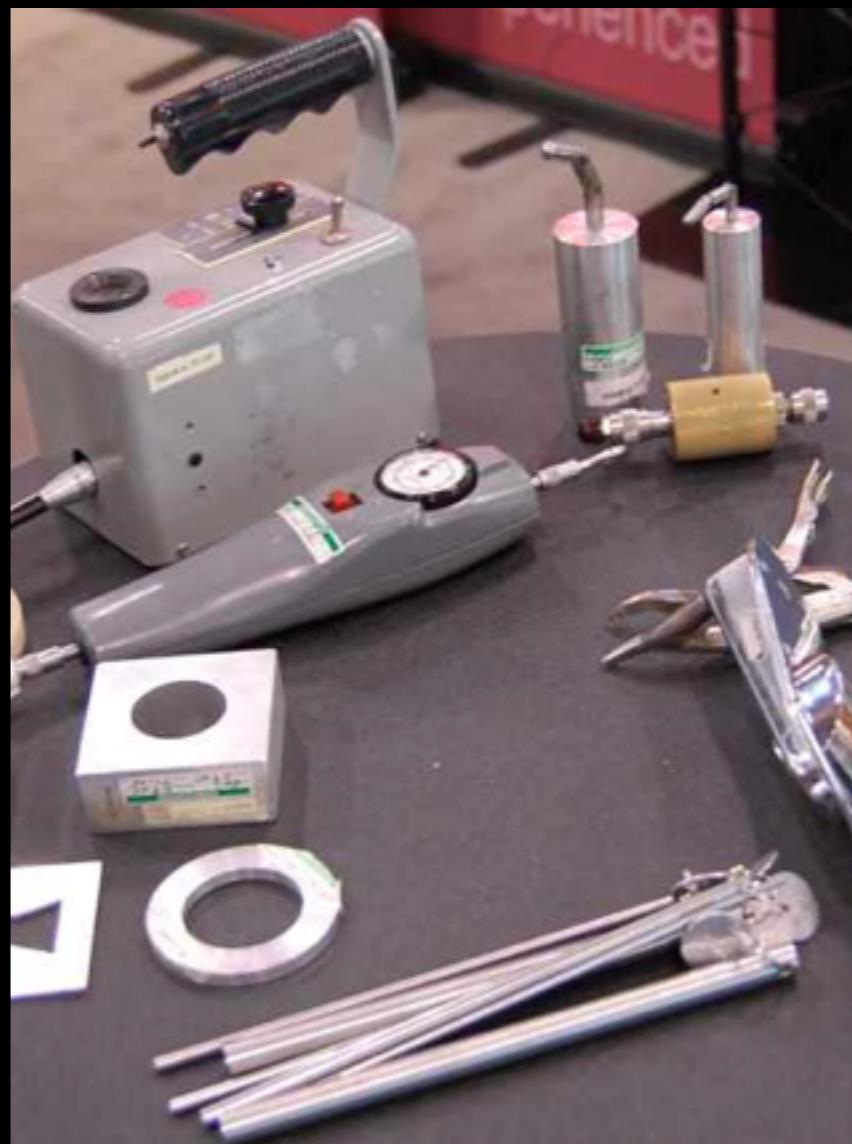
What to submit



- The games' files**
- The testing documents**
- A link to your online portfolio**
- title of project**
- project description**
- link to essay**
- joon.be for reference**

With a little help from my friends

- 5 paragraph essay
- McCloskey, *Economical Writing*
- Programming: Unity tutorials
(unity3d.com/learn)
- Learn ... the Hard Way
(Python & C are great)
- A personal favorite: Jeremy Gibson Bond's *Introduction to Game Design, Prototyping, and Development*
(book.protools.net)

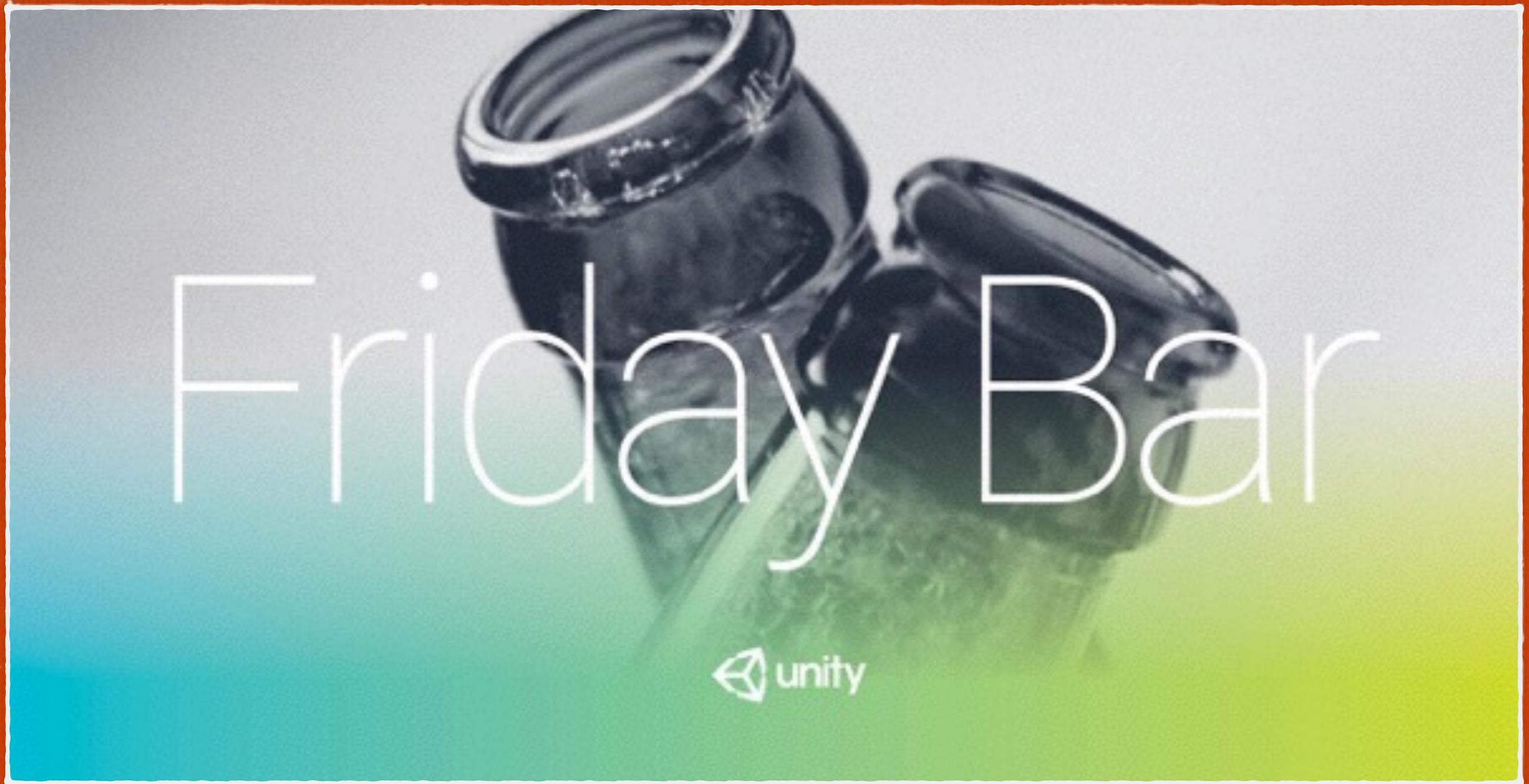


Deadlines

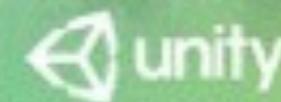


- November 14 & 16: Alpha Deadline**
- December 5: Beta Deadline**
- Hand-in: December 12th, via learnIT**





Friday Bar



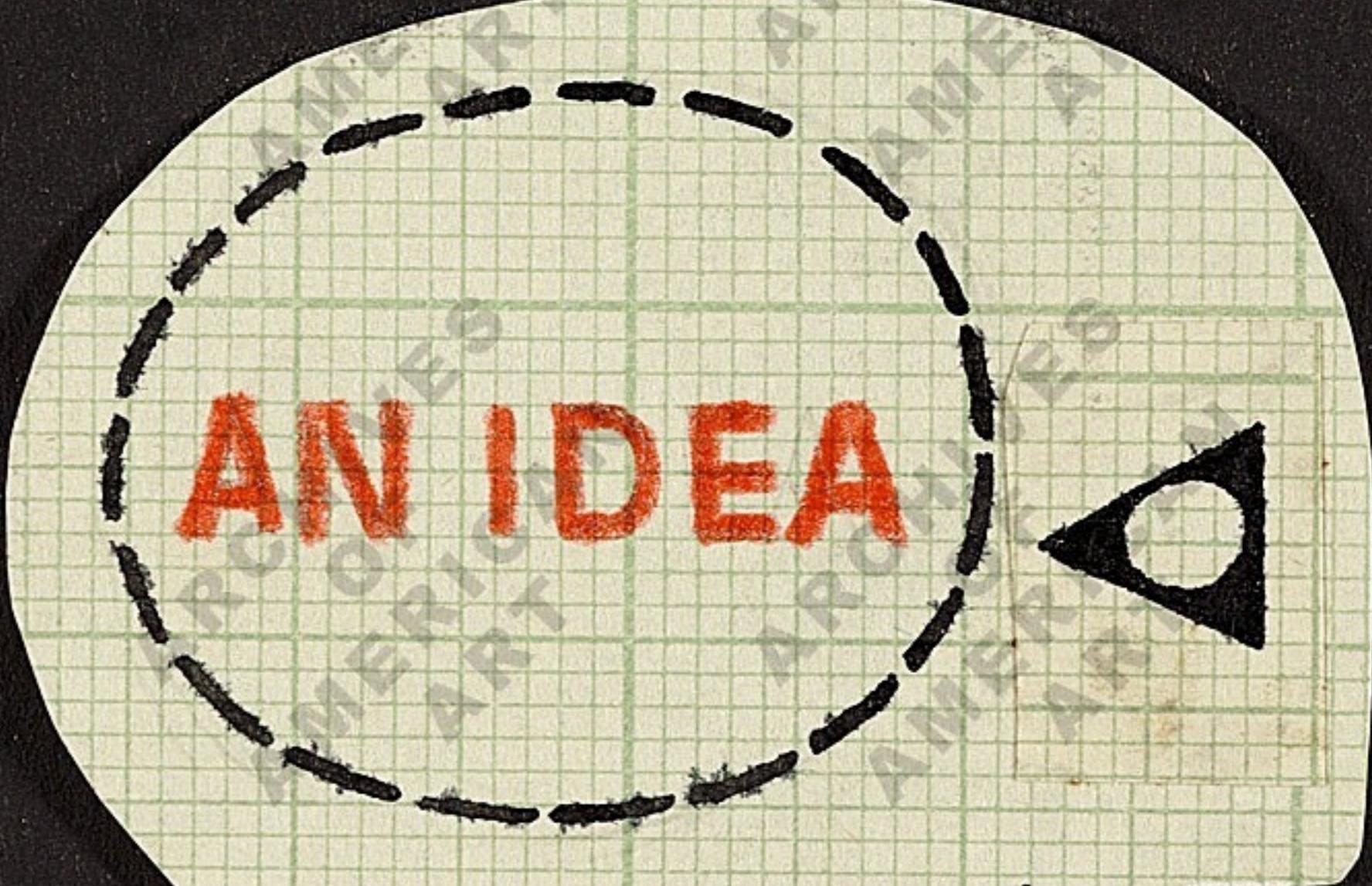
Unity Student Friday Bar

Friday September 16th (4-7 pm) - Vendersgade 28

What is Game Design?

On today's menu

- What do we mean by game design?
- but what is design?
- What are the tasks of game designers?
- What is the design process?
- Where are we going to in this course?



AN IDEA

congratulations

- changing rules to adapt to context
- changing rules to please different types of players
- coming up with new goals to spice up a boring game
- self-handicapping

so what is game design?
or, should I get my time and money back?



game design is a craft



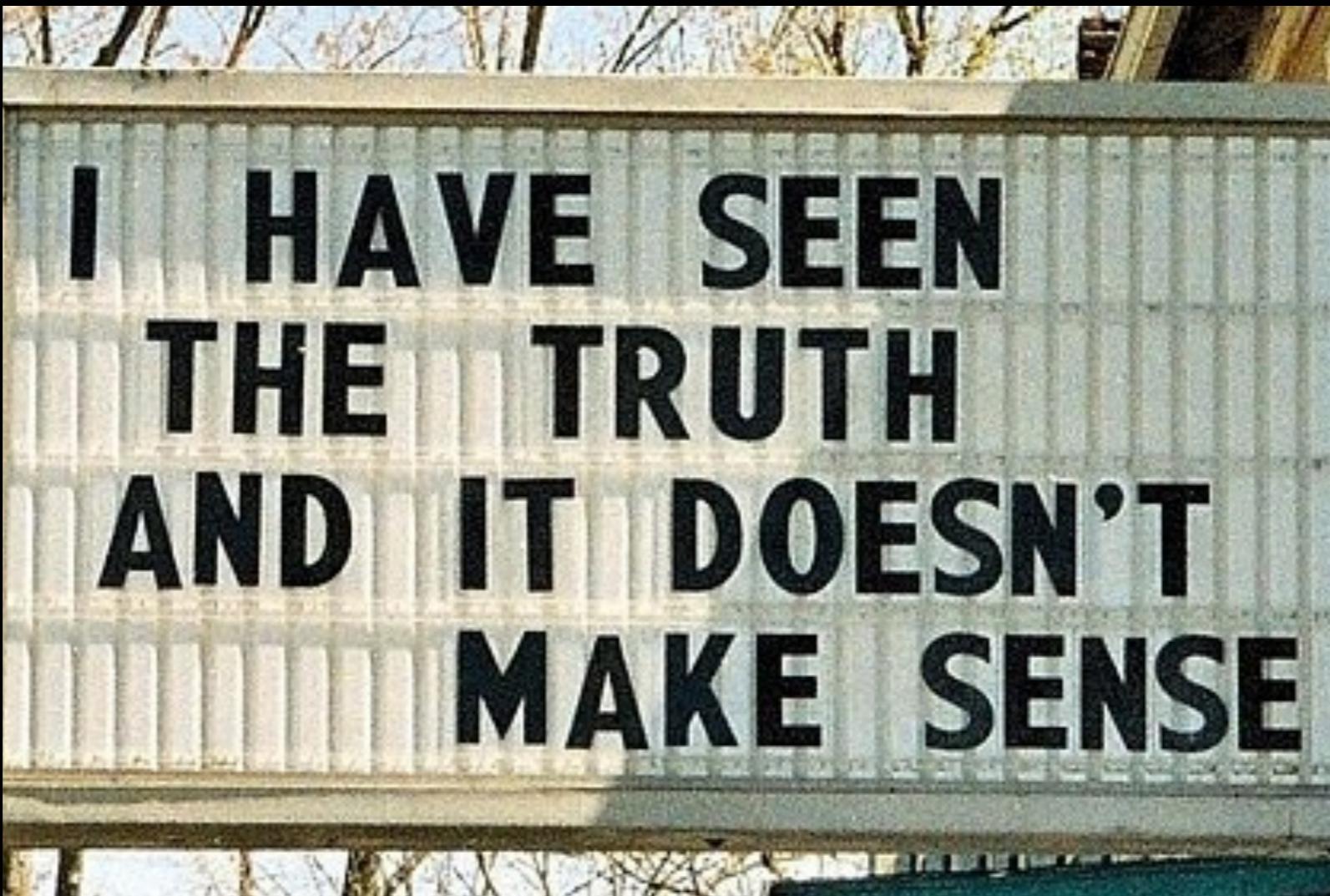
What is design?



Abstracting uses



Predicting the future



Creating pleasurable experiences



More on what is design

What do designers do?

- Drink lattes
- buy black turtlenecks
- wear rimless glasses
- know a lot about the artificial world
(techniques of the artificial)



Learning design

- Reflective practice
- Process
- Artifacts
- Instruction



game design and player experience

- Designing a thing
- that has to be experienced
- somewhere
- by someone
- Make systems that originate behaviors (predetermined, predicted, or emergent).
- This building as a game?

An aerial photograph of a basketball court at dusk or night. The court is a vibrant blue color with white lines marking the boundaries and key areas. It is surrounded by a green fence and is located in a park-like setting with trees and a paved walkway. In the background, there are buildings and streetlights. The lighting suggests it's either sunset or the area is illuminated by artificial lights.

so game design is about
players and systems

wrong!



how to make rules
attractive?



Why are the rules of Ninja
attractive?

- No choices are clearly better than others.
- Choices not necessarily equally good.
- Player has to take informed choices.



interesting choices
(the Sid Meier slide)

the task of the designer



language issues

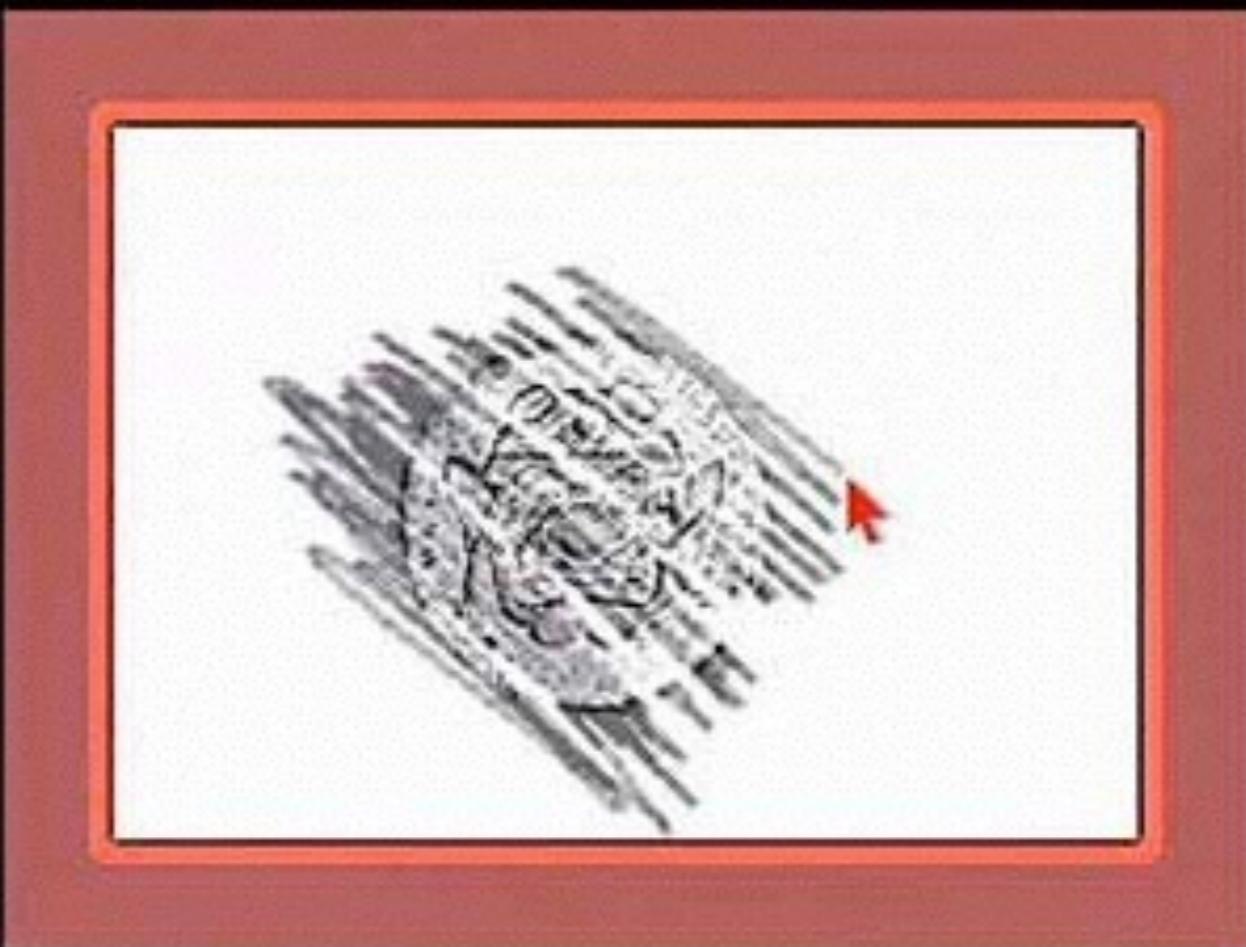


nouns



adjectives

verbs



designing games is all about verbs!



The verb issue

players **do** stuff in the virtual
worlds of games!

Players do that stuff the rules
allow them to do!





The Linguistic approach



shoot



explore



defecate



think about
other verbs!

振动のリボン™

Vib-Ribbon™

Summary

- Game design is a branch of design.
- Design is the discipline that allows objects to fulfill their function, with the pleasurable experience of the user in mind.
- Games are systems for interaction, composed of units. Today we have briefly talked about mechanics.
- Games are also a language of nouns, adjectives and verbs. This metaphor is useful for generating ideas for future games.



Homework!

Exercise

- Groups!
- Choose a game
- Discuss what you think the intended player experience is.
- Prepare a **wordless** 1 minute presentation (ppt).

KONIEC