Class Activities and Exercises

Just a brainstorming list for activities. . .

- Skit to teach how to give feedback
- Class Trips
  - Drawing in the park
  - Making a game about the art in the Art Institute
  - Cultural Center design exhibit

- Create a parallax scrolling 2D world
- Critical play/analysis of a series of free games
- Storyboarding
- Principles of animation
- Physically simulating a game to internalize the sequential logic of a computer
- Themed game making: constraints breed creativity

  - Make a game inspired by something other than a video game (movie, book, life)
  - Make a one button game
  - Make a game using limited resolution or colors
  - Make a game without any words
  - Make a remix
    * Version 1: Everyone creating a common set of assets that they then must use
    * Version 2: Take a common game and turn it into something else (e.g. 1d Tetris, Tuper Tario Bros)

- Game "feel"

  - Without using fancy graphics, program a series of different game "feels" (like Game Mechanic Explorer)
  - Some writings on defining game feel and its importance:
    * Andy Nealen [1]
    * Steve Swink [1] [2]

- Embracing interactivity: tell a non-linear story
- Design a card game that repurposes a standard deck of cards
- Pixar movies at lunch
- Design a character with model magic
- Design CD covers for CDs of their games
- Create an alternative interface (conductive paint)
- Exercises to document the process of making games

Time-killing Exercises

- Exquisite corpse-style drawing of a maze (groups of four, pieces of square grid paper)
- 7-Up