P2 Research

To Make Games, One Must Play Games

Students per team: 1

Constraints

- Do not research games from the same series or franchise.
- Only research games that are in one of the genres of your P2 Rapid Prototype game.
- Plagiarism of any form will not be tolerated. Do not copy-paste anything!
- Do not make purely technical comparisons ("one game is 2D and the other is 3D...")
- Do not re-use differences across sections. Find unique content to discuss in each section.

The University of Southern California's Interactive Media & Games Division was created in 2002, and serves as one of the pre-eminent graduate schools for game development research. Other competitive institutions include Carnegie Mellon University, Michigan State University, and New York University.

Assignment Logline

The P2 Research essay assignment tasks students with playing games from the genre of their P2 Rapid Prototype game, and comparing them to discover not only how they differ, but how those differences manifest in gameplay.

Purpose

In order to make good design decisions, you will need to study your game's genre to understand what has already been done. What are common design elements of platformers? How do games in the roguelike genre differ? What hasn't been tried yet in the Rhythm-Action genre? You will need some background to answer questions like this and make a game that achieves novelty and meets players' expectations.

In this assignment, students will--

- Identify the expected genres of your P2 Rapid Prototype game.
- Play other games within that genre.
- Contrast games within your genre, exploring the impact of various gameplay, aesthetic, and structural decisions made by the developers of said games.

Specification

Write a 2-page paper (12pt font double-spaced) by completing this template. You will earn points based on the quantity and impact of the differences between the genre games that you discuss in your paper. You will not be graded on writing style or grammar-- play the games, think hard, then get your ideas down fast!

The games you compare must be within one of the genres of your P2 Rapid Prototype game. They must not be from the same series or franchise. Do not make comparisons that are purely technical (IE, do not contrast "one game is 2D and the other is 3D...")

Warning

The deliverable that p2_research asks for is substantially different than what p1_research asks for. Please read carefully to identify the critical difference.

Deliverables

Submit to canvas one .pdf or .zip file, with your uniqname(s) in the filename or title, containing...

1. One approximately 2-page-long essay (double-spaced + 12pt font + PDF format) fulfilling this template.

Provide Feedback

Tips

- Break the games up among your team members for research, then come together and discuss your games, looking for differences.
- Don't waste time refining your writing style. Find interesting comparisons to make, then make them as quickly as possible! Students have had success simply talking about the games, recording their voice, then writing down the contents of what they said (with slight editing).
- [The videogame archive](#) under the Duderstadt center is one of the largest in the world. You can research your games there.
- If you're running low on time, many games may be played online through your browser. Type "<game name> <game console> online", and don't click on anything seedy. Yarr!