

FOUNDATIONS

CART 416

RILLA KHALED

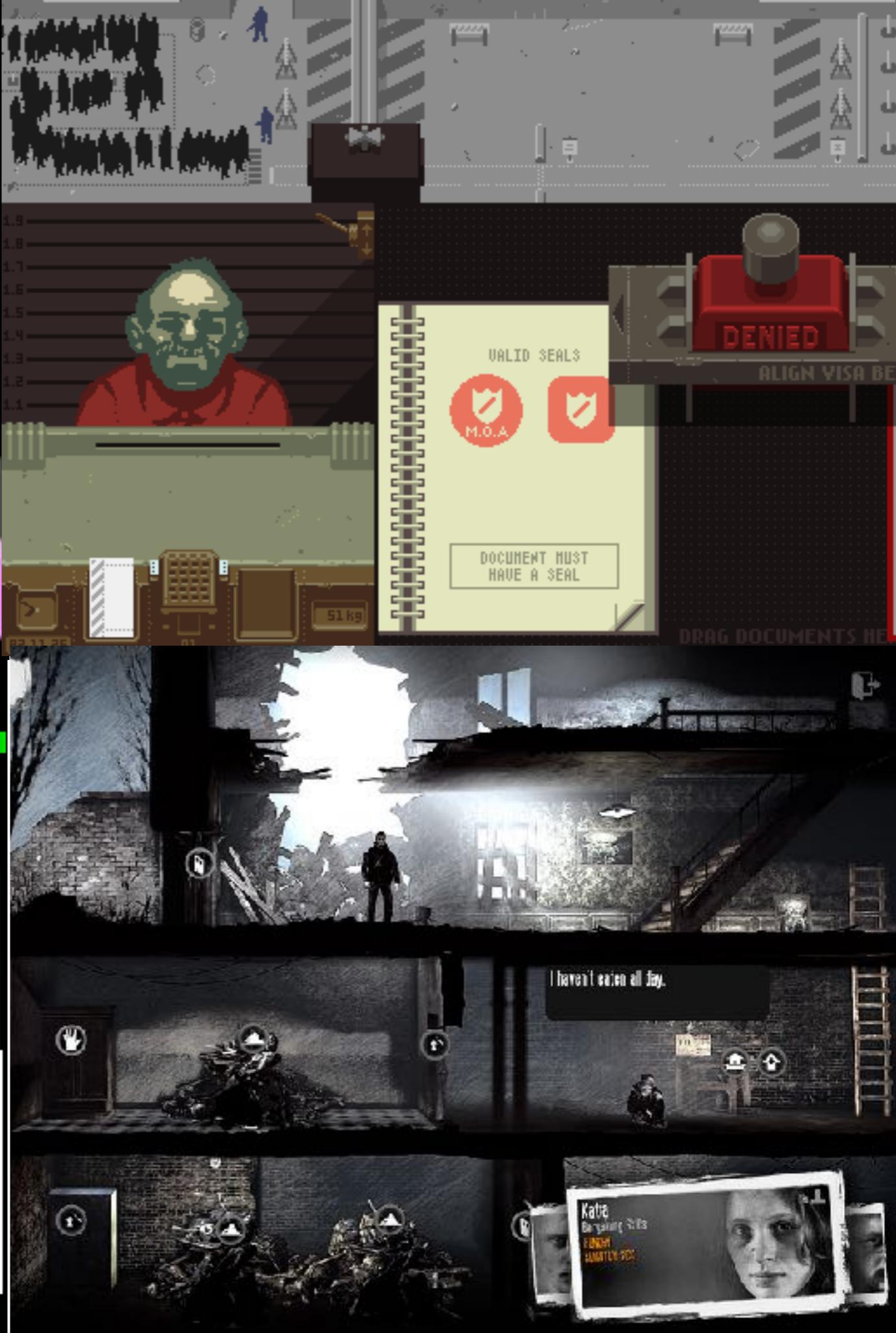
Our focus will be on
**creating games that have
intended purposes alongside
entertainment**

expressive, critical, persuasive,
adversarial, political, learning, or
otherwise “serious” in nature



Date: April 8, 1848
Heather: cool
Health: good
Food: 1130 pounds
Next landmark: 83 miles
Miles traveled: 102 miles

Press SPACE BAR to continue



“ WHY SHOULD I CARE
AS A GAME DESIGNER? ”

Because ultimately this is an exercise
in expressing **MEANING.**

THE PROJECT.

- a playable digital prototype for a game on a topic of your choosing
- working in teams
- any platform you like: but check with me
- iterative process
- pop up game arcade at the end of semester

DESIGN OPPORTUNITY: HORNSTEIN PAVILION FOR PEACE

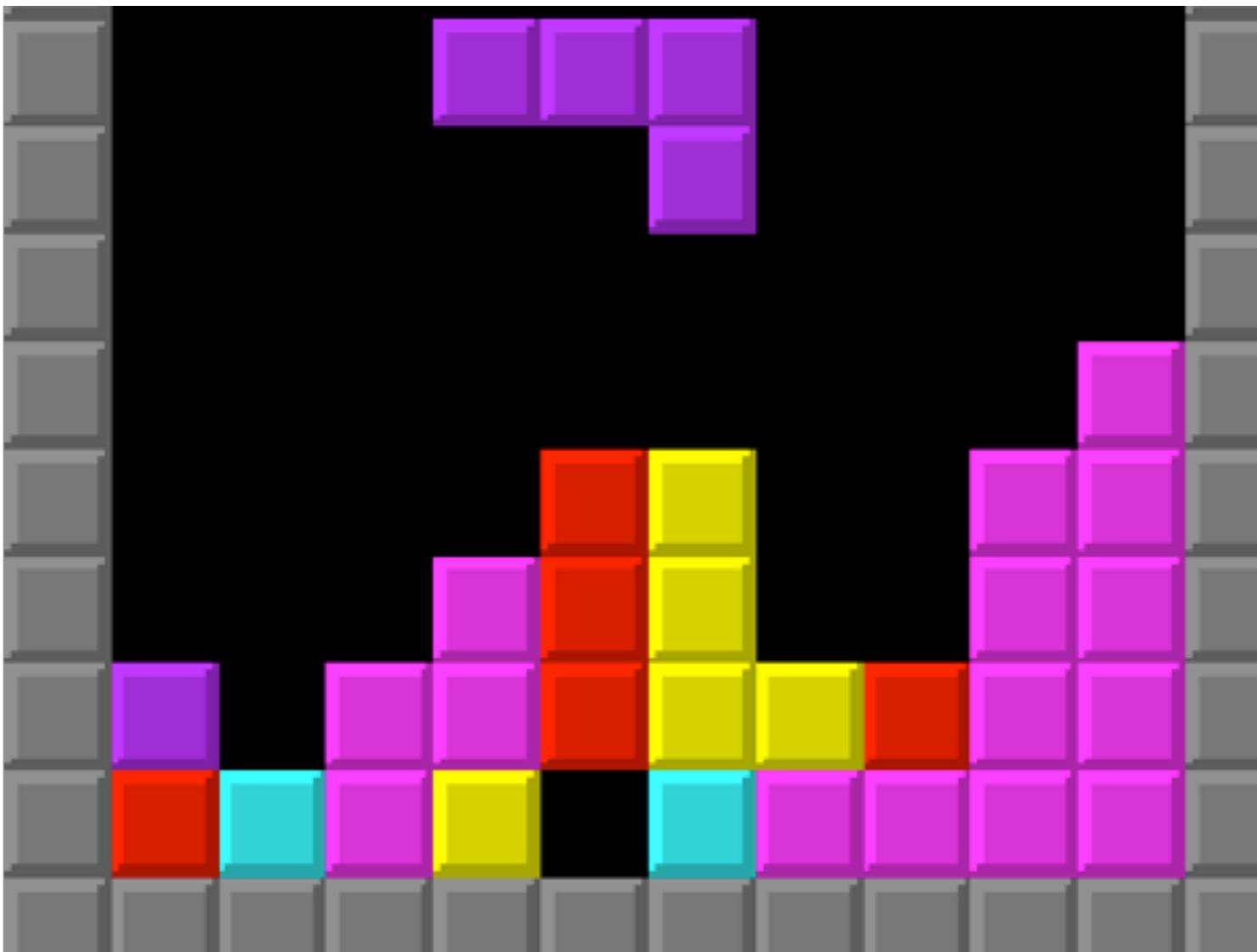


ALONGSIDE
ENTERTAINMENT

SOME CLASSICS.



CHESS INDIA



TETRIS
ALEXEY PAJITNOV



DANCE DANCE REVOLUTION

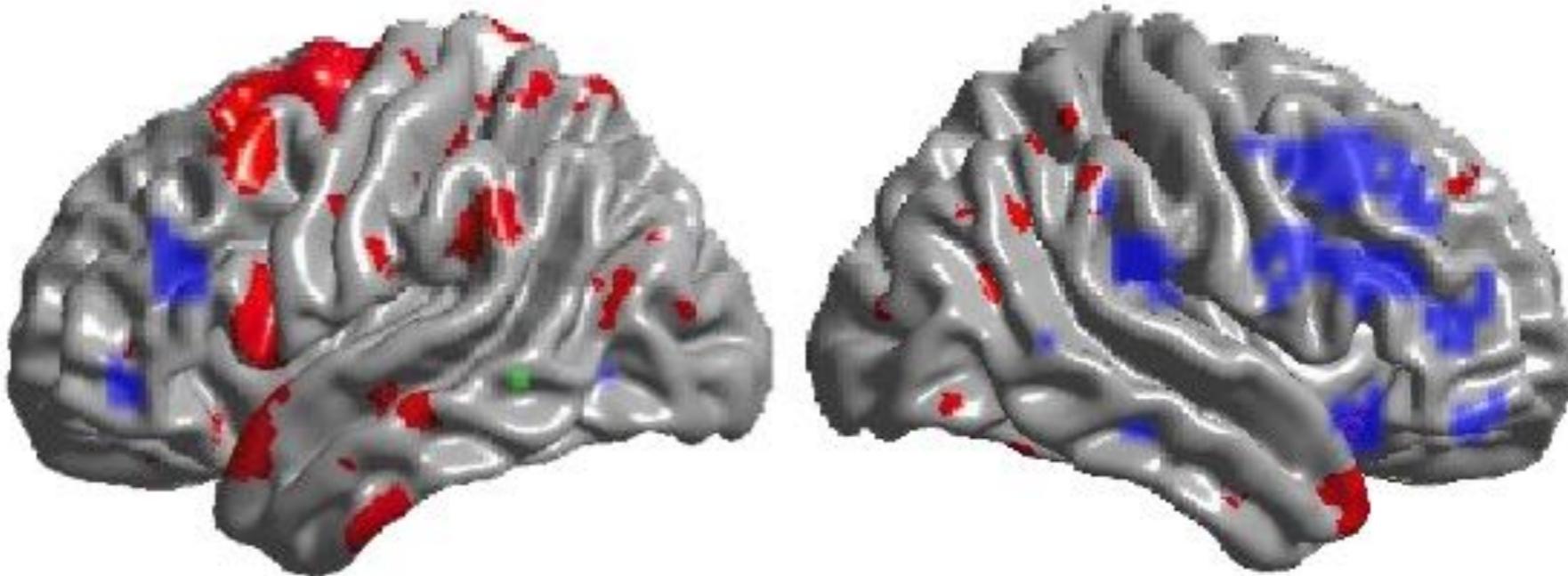
KONAMI

SOME CLASSICS?



DANCE DANCE REVOLUTION

KONAMI



Relative to controls, red areas show where practice led to a thicker cortex; blue areas show more efficient brain function after practice; right image is right hemisphere; left image is the left hemisphere

Richard J Haier et al, *BMC Research Notes* 2009

TETRIS

ALEXEY PAJITNOV



CHESS INDIA

SERIOUS GAME:

“...these games have an explicit and carefully thought-out educational purpose and are not intended to be played primarily for amusement”

- Clark Abt, 1970. Serious Games.

SERIOUS GAME:

“Serious games have a purpose beyond entertainment, including (but not limited to) learning, health, advertising, and social change”

- Brian Winn, 2007.

MILITARY
GAMES

TRAINING
GAMES

DOCUMENTARY
GAMES

EXERGAMES

ADVERGAMES

SIMULATION
GAMES

POLITICAL
GAMES

GAMES FOR
CHANGE

EDUTAINMENT

LEARNING
GAMES

HEALTH
GAMES

BRAIN GAMES

NEWS
GAMES

ACTIVISM
GAMES

SOCIAL MARKETING
GAMES



From the Kansas River
crossing it is 83 miles to
the Big Blue River
crossing.

Date: April 8, 1848
Weather: cool
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THE OREGON TRAIL

MECC



DARFUR IS DYING

TAKE ACTION GAMES / MTVU



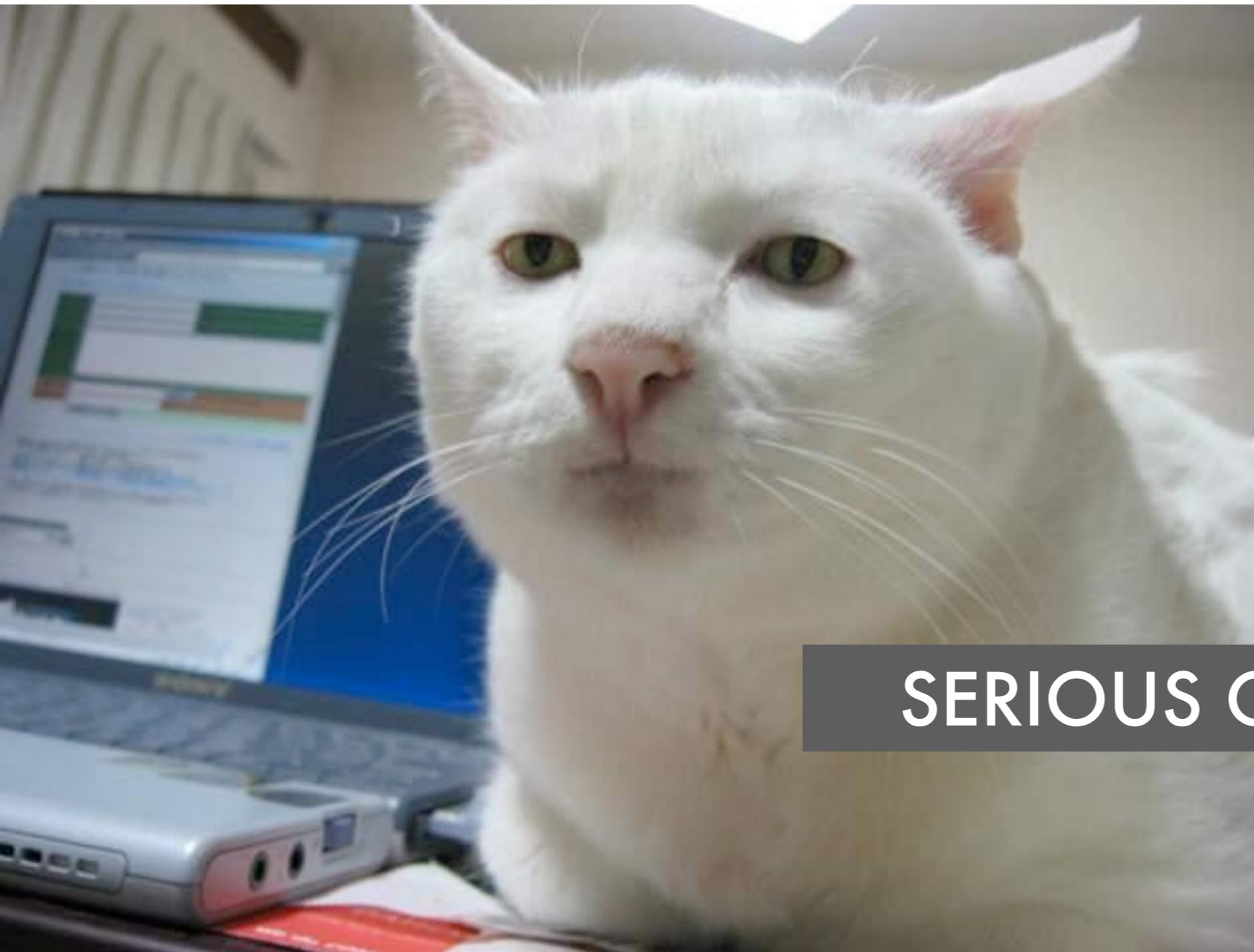
RE:MISSION

HOPELAB



THE CAT AND THE COUP

PETER BRINSON AND KUROSH VALANEJAD



SERIOUS CAT SAYS THIS IS A
SERIOUS GAME



WII BOXING

NINTENDO

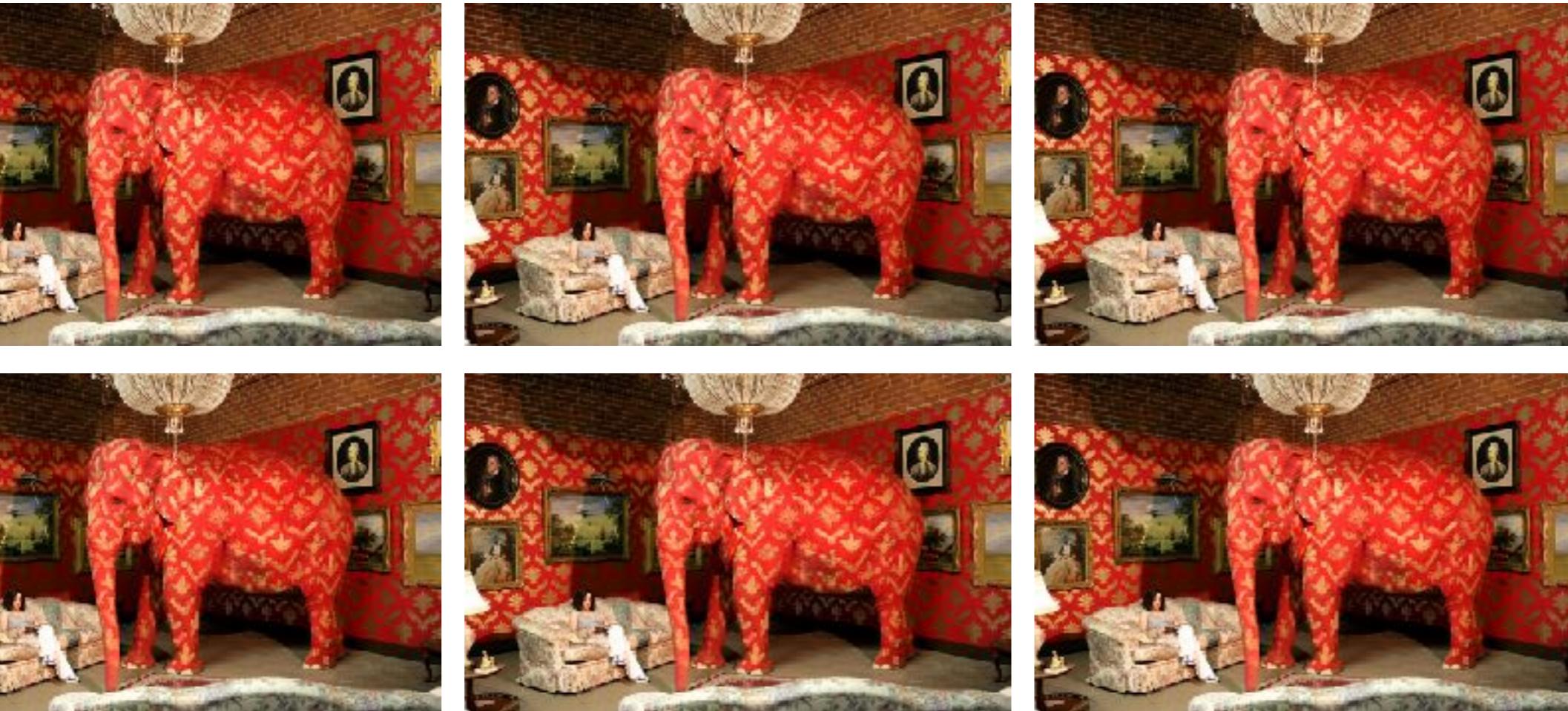


CARTLIFE

RICHARD HOFMEIER



DYS4IA
ANNA ANTHROPY

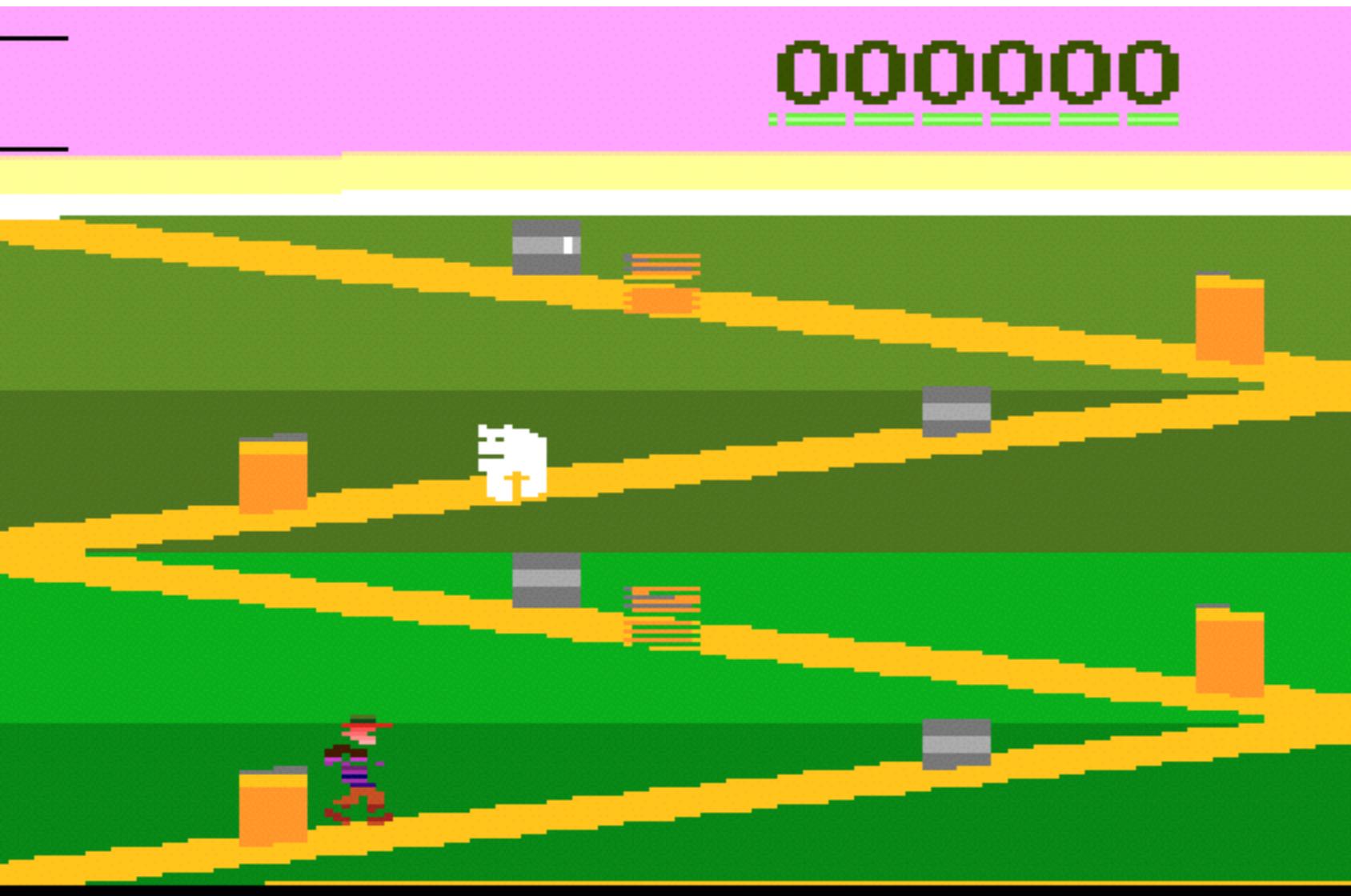


SOME ELEPHANTS.

TERMINOLOGY.

WHY SO SERIOUS?





PRODUCTION
VALUE.

ALL WORK AND NO PLAY MAKES JACK A DULL BOY

All work and no play makes Jack a dull boy

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DULL/BAD GAMES.



**“SAFE
ENVIRONMENTS”.**



“FOR KIDS”.

ENOUGH!



*“a rose by any other name
would smell as sweet”*

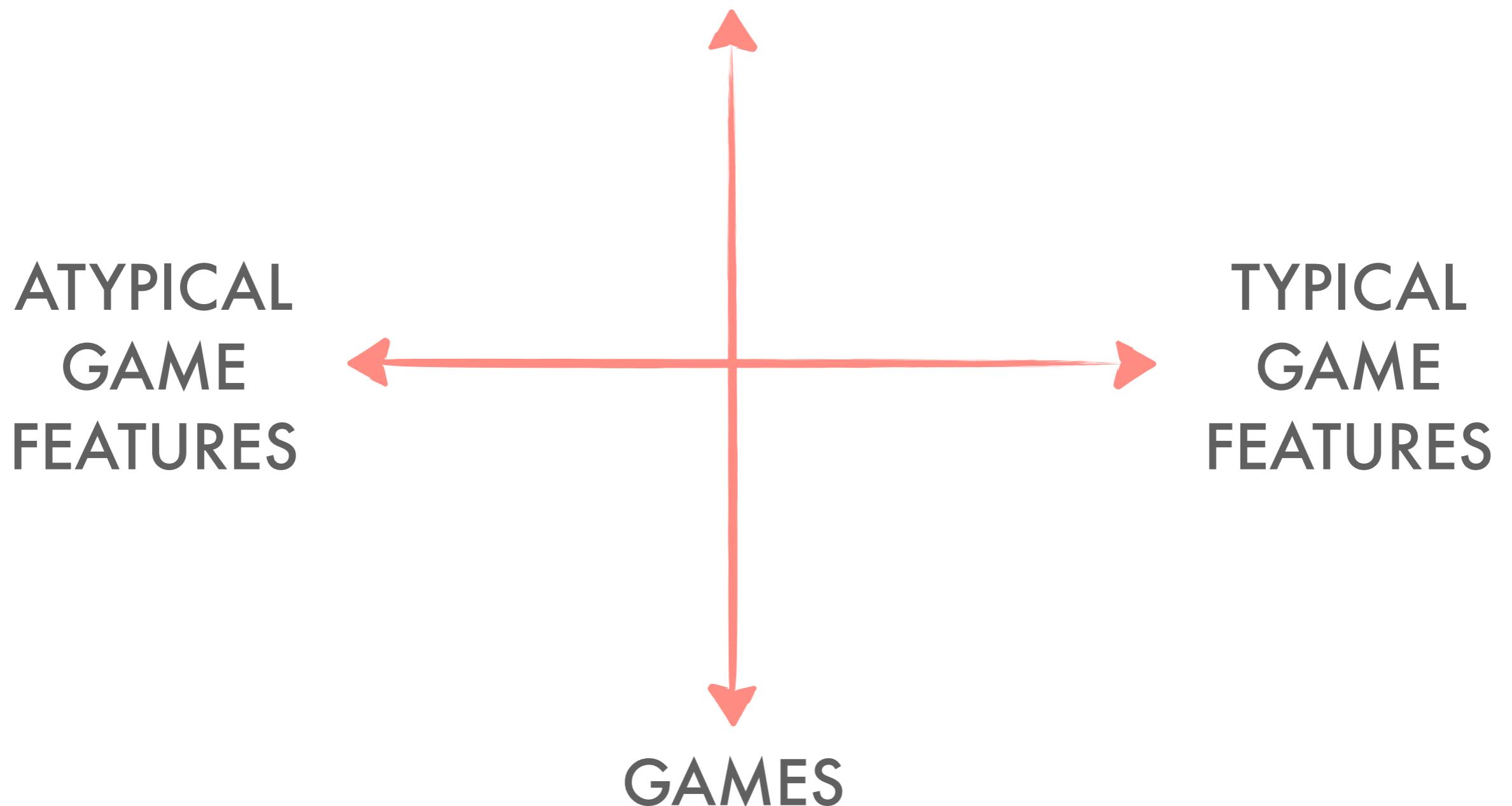
- Juliet

(- Shakespeare)



**WE DESIGN
OUR PLAYERS.**

SERIOUS / LEARNING / PERSUASIVE / WHATEVER GAMES



BREAK.



DEVIL WORLD

Nintendo

PLAYING AROUND WITH RELIGION

Group exercise (3 - 4): come up with a card game that expresses some aspect of religious ideology.

Output: a set of rules, a playable game

Time: 30 mins

IDEATION

Goal: To kick off brainstorming.

Think of topics you could make a game with a purpose alongside entertainment about:

something you care about * something you know a lot about * something you would like to know more about * people / a cause you would like to help * a statement you want to make

Time: 10 mins.

SPEED DATING (IDEAS)

Goal: To talk to many people about your ideas and find creative matches.

You should now have a list of potential ideas. Identify your favourite three.

In speed dating style, you are going to introduce yourself — your 3 ideas and your game skills — to someone else during a 3 minute conversation (i.e. you both need to cover 3 ideas + your respective skills).

I will be time keeping.

Time: 30 minutes.

NEXT WEEK