



DM2116

Principles of Game Design

Lecture 00

Introduction





Instructors

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Attendance Reminder

- 15 min late = 1 hour late
- $< 85\%$ = **DEBARMENT**





Attire

- Slippers
– 2 hours





Module Goals

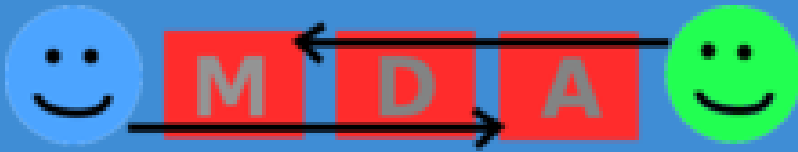
- **Conceptualize** a Game Design
 - Elements of Gameplay
 - Game Design Process





Module Goals

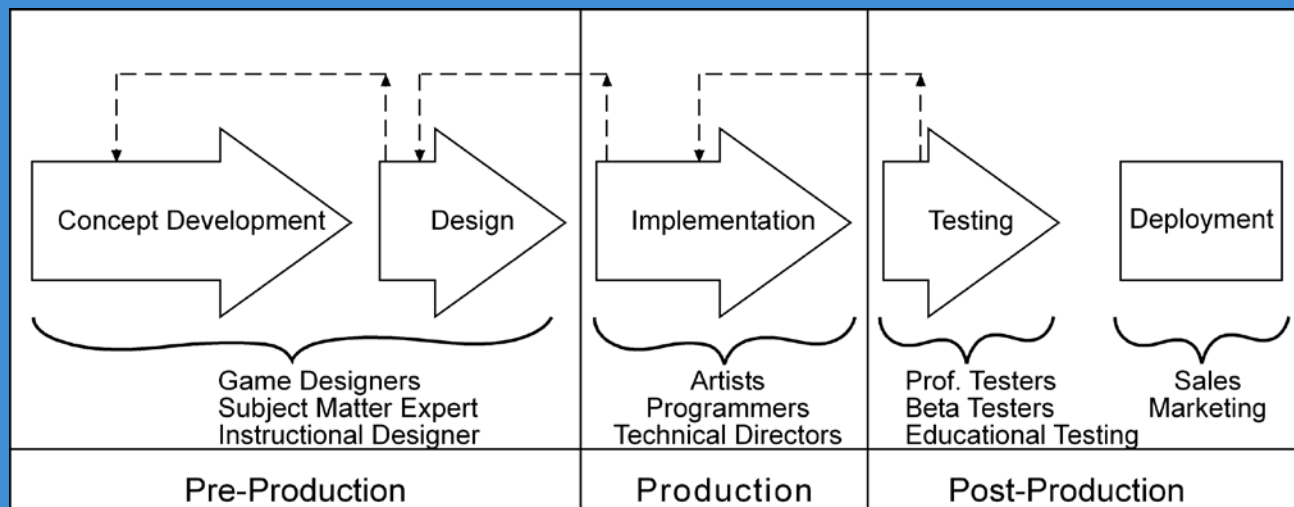
- **Create** a Game Design
 - Understand the MDA Framework
 - Write Proficient Game Design Document
 - AKA GDD!





Module Goals

- **Communicate** a Game Design
 - Understand the Game Production Process





Grading

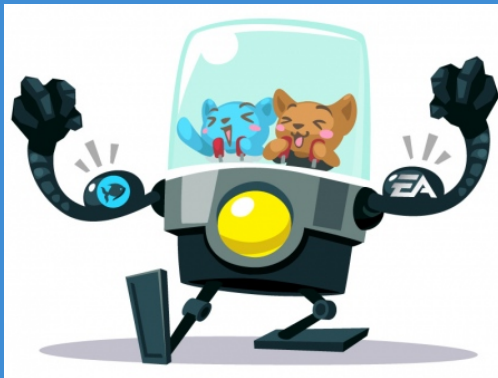
- **Assignment 1**
 - Misc Exercises
 - Individual
 - Hand in Weekly before lesson start





Grading

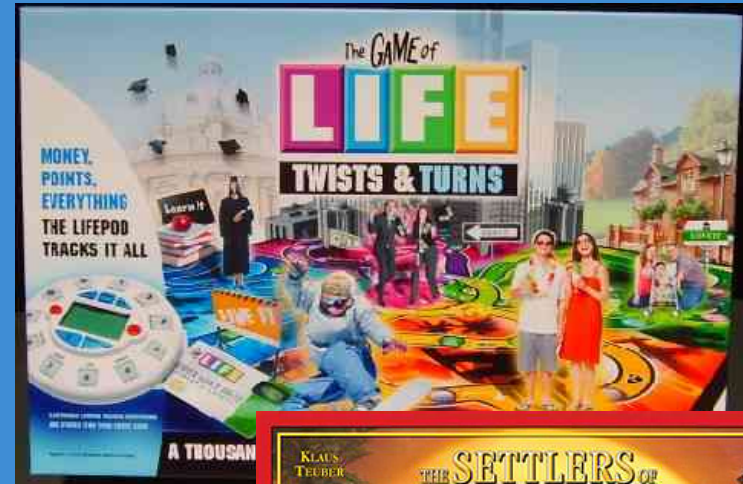
- **Assignment 2**
 - Mobile Game Design
 - 4 weeks worth
 - Both Individual & Grp Component





Grading

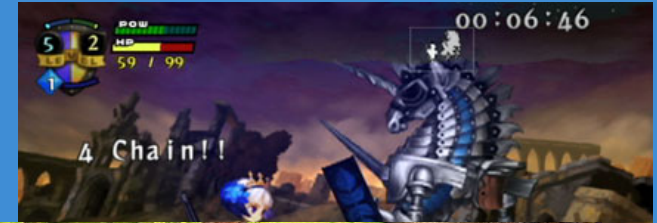
- **Assignment 3**
 - **Board Game Design**
 - **5 weeks worth**
 - **Both individual & Grp**





Grading

- **Assignment 4**
 - Game Design
 - Game Design Document
 - 5 weeks worth
 - Both individual & Grp





Assignment Submission

- Due on the start of the lesson
- No submission = **FAIL**
- Partial / Late Submission
 - **Fail / Conditional Pass**





Resources

- **Recommended Books**
 - **Andrew Rollings & Ernest Adams on Game Design**
 - by Andrew Rollings, Ernest Adams
 - **Chris Crawford on Game Design**
 - by Chris Crawford
 - **The Art of Game Design, A Book of lenses**
 - by Jesse Schell
 - <http://artofgamedesign.com/cards/lenses.htm>

