

Japanese Anime and Video Game Workshop with Pros

Learn about anime scriptwriting and video game design

Part 2: Video Game Seminar (2014, Feb. 26-28) by Prof. Nobuhiko Kosuge
Feb.26 (15:00 - 16:30) & Feb.27 & 28 (10:00 - 11:30, 13:00 - 14:30, 15:00 - 16:30)

Abstract

In Japan, many popular game contents have been produced over the years, and many of them have been localized around the world, attracting a large audience of players. Why has such a game culture developed in Japan? It's not too much to say that there is source in "TAKUMI" or "MONO ZUKURI" ("TAKUMI" means Master or Professionalism. "MONO ZUKURI" means Produce.), which shares with Japanese Pop Culture.

A key question is "How can this game entertain the users?"

As game creators in Japan got to the core of this theme, many projects and games have been developed and produced, and a game industry grew dramatically in Japan. It has roots in its accumulated know-how since the video game industry was born.

In this seminar, we will focus on the elements necessary for game design, such as character making, story-telling, visual styles, artwork design, etc. This will help to develop our thinking and perspectives of games through workshops.

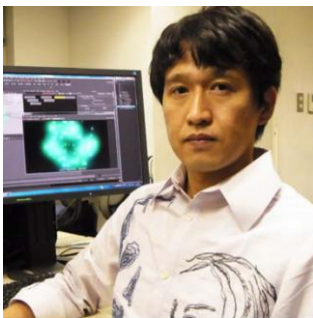
1) Who are game creators?

This class is designed to introduce participants to understand how game creators are defined by their Design, Movies, Graphics, Production, Artistic Direction, and their Creative Thinking.

2) What is Storytelling and Visual style in game?

Participants will be exposed to comprehensive yet concise commentaries on storytelling and visual styles in games. They will get to work on a group assignment and gain a further understanding of the subject matter.

About the Speaker



NOBUHIKO KOSUGE

was born in 1975. Graduated from the department of Creative in Digital Hollywood in 2000.

After school, he joined Sega Amusement Machine Research and Development Department 2 (popularly known as Sega AM2 or simply AM2 and SEGA-AM2 now). Sega AM2 is a research and development team for the video game company Sega and was the best known and would become a major development house for Sega. He was involved in development of arcade games and consumer games as 3DCG designer.

Then, he started his career as a director in the division of Crossmedia in Shougakukan Music & Digital Entertainment Inc and was involved in projects and productions of crossmedia contents which are derived from manga and anime. Recently, as a professor in Digital Hollywood in Thailand, he teaches and focuses on creative thinking along with 3CDG animation techniques and drawings, and he is also be active in the game industry as a CG designer. One of his Masterpieces is an arcade favourite: Virtua Fighter 4: Evolution (2003)