Games I: Design and Architecture
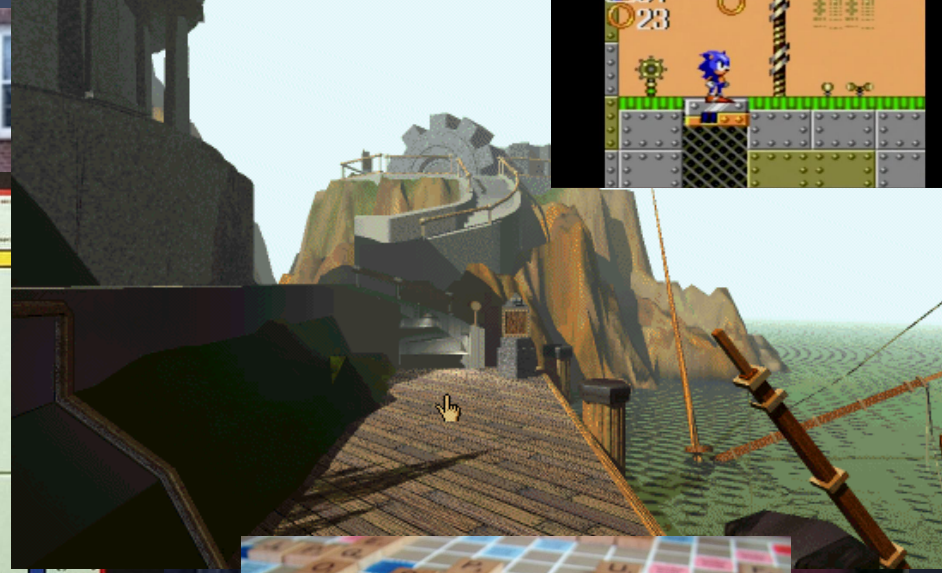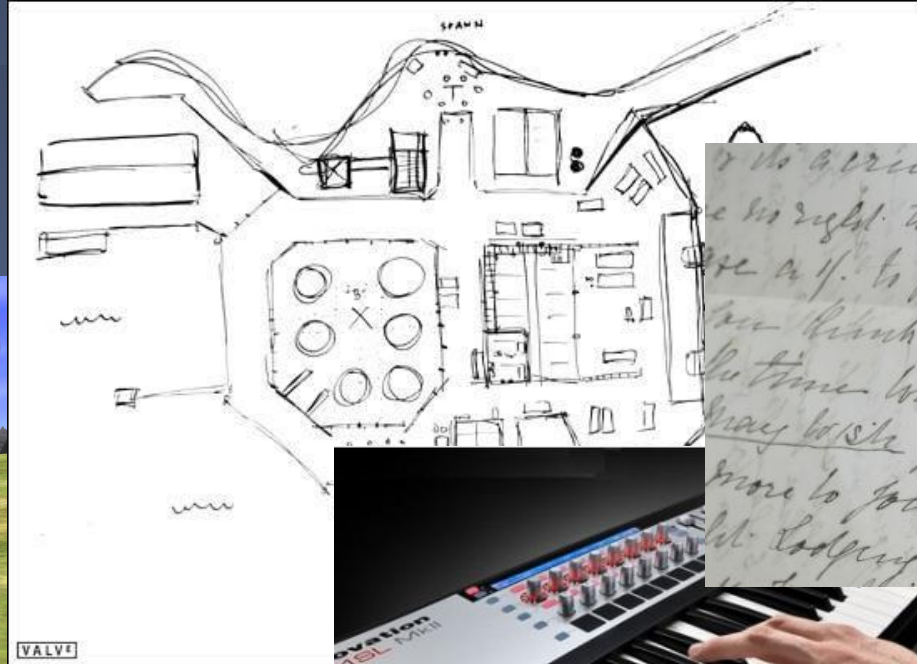## [IMM 360 / CSC 365] Fall 2014

Instructor: Matthew DiMatteo
dimatte4@tcnj.edu

Who am I?

Why Games?

What do YOU want to get out of this class?

- What is your background?

- What are your individual skills and goals?

- What are your gaming interests?

- What do you want to get out of this course?

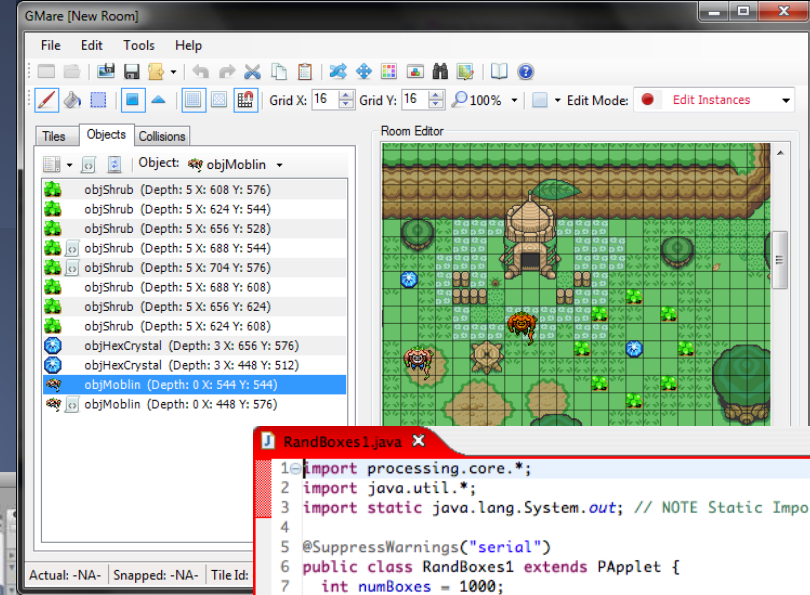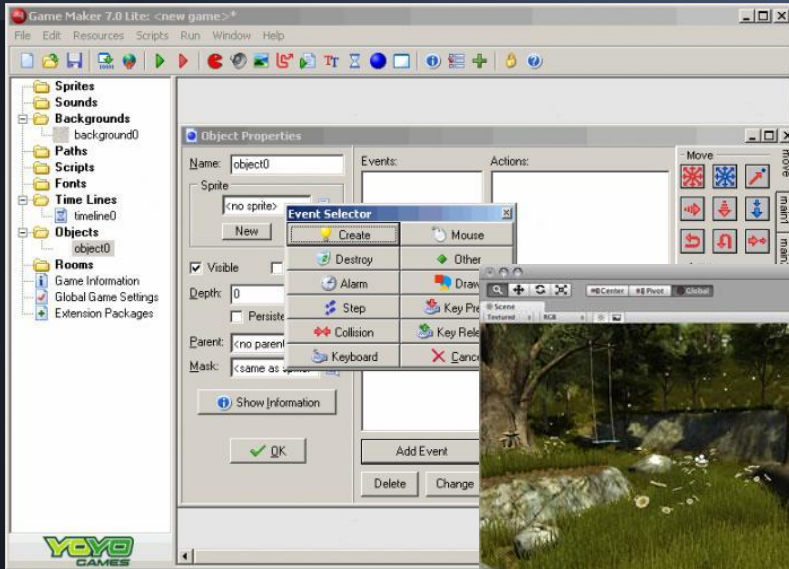- What do you want to do when you graduate?

Throughout this course, you will:

- Analyze, critique, pitch, defend, discuss ideas
- Work in interdisciplinary teams
- Contribute to all aspects of game design
- Utilize iterative design and rapid prototyping
- Create both physical and digital games

Physical Prototyping

Digital Prototyping

Playtesting

Rapid Prototyping

Iterative with Rapid Prototyping (for a video game)
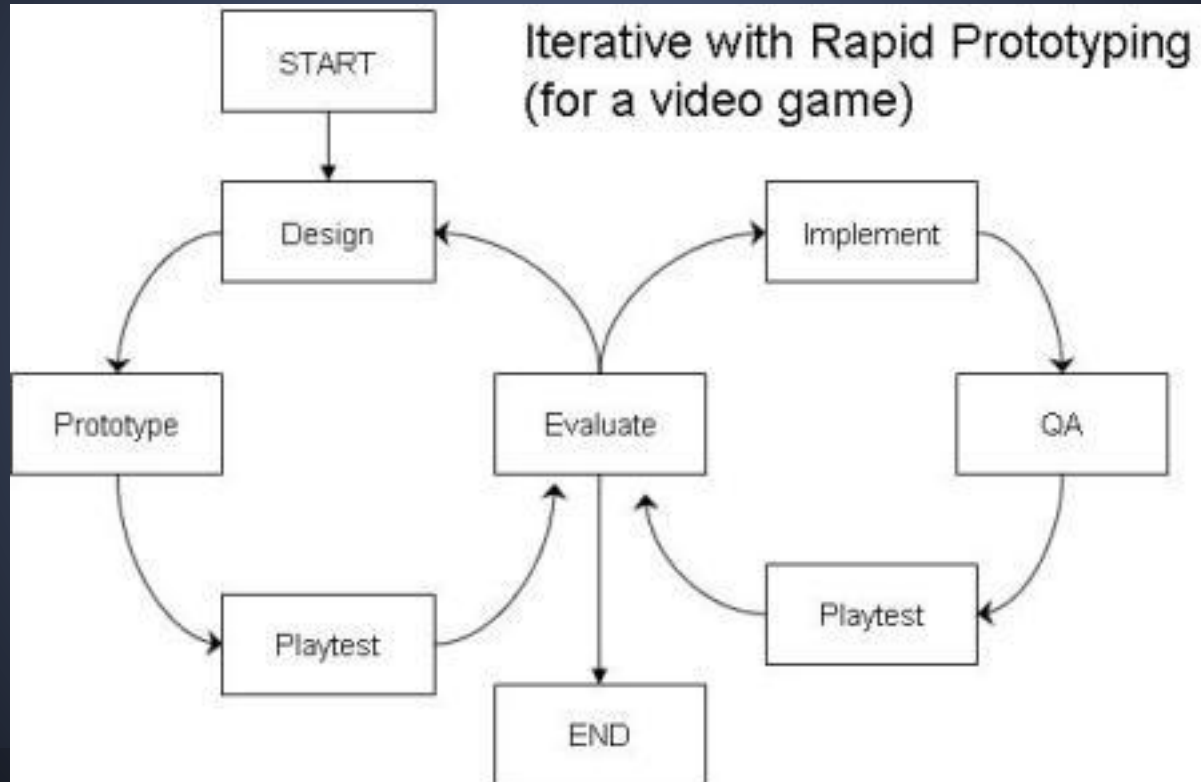
Syllabus Overview

- Materials
- Course Schedule
- Grading
- Policies

Syllabus Overview - Materials

Where can I find assignments, texts, and other resources?

- Canvas
- Google Drive
- Class blog

Syllabus Overview - Materials

- *Game Design Workshop*
- Recommended Texts
- Additional Resources
  - *Tabletop Analog Game Design*
  - *The Art of Interactive Design*
  - *Learning Processing*
  - *The Legend of Zelda and Philosophy*
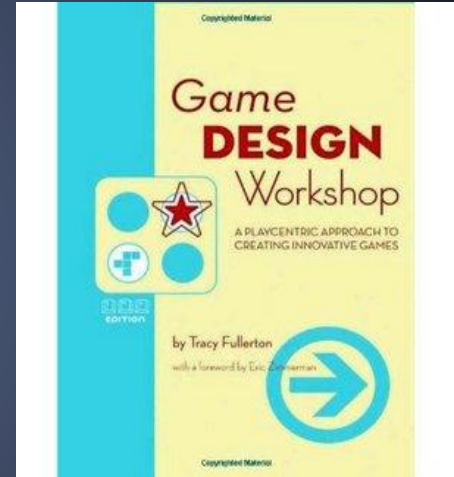
Syllabus Overview - Materials

Class Blog

- Reading responses
- Discussion follow-ups
- Random thoughts
- Feedback
- Questions
- Storage

Syllabus Overview - Materials

Team Design Log
- After teams are formed
- Document design process
- Choose your platform
  - Google Drive
  - Wordpress
  - Wikispaces

Syllabus Overview - Schedule

- Week 1 - Introductions
- Week 2 - What Games Mean
  - Interactivity as a Medium
  - When are games considered art?
  - Why are games important?
  - Team formation!
- Week 3 - Initial Game Proposals
  - Informal Presentations - Pitch your team's idea

Syllabus Overview - Schedule

- Week 4 - Physical Prototyping
  - Board games, conventions
  - Rules and formal game elements
- Week 5 - Playtesting, Iteration
  - Rapid prototyping
- Week 6 - Lab time
- Week 7 - Physical Prototype Presentations
  - Play each other's games!

Syllabus Overview - Schedule

- Week 8 - Social Issues in Games
  - Serious Games
  - Games for Change
  - Topic selection
- Week 9 - Individual Presentations
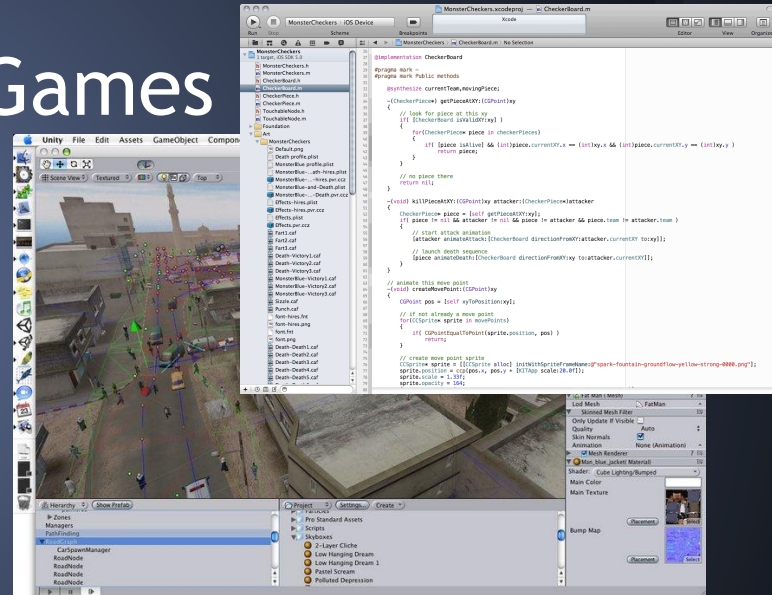 - 5 minutes each, feedback and discussion

Syllabus Overview - Schedule

- ## Week 10 - Making Digital Games
  - Elements of digital games
  - Design considerations
  - Team dynamics and roles
- ## Week 11 - Game Engines
  - Introduction, demonstrations
  - Pick one that works for you!
  - Remember, it's a prototype, but consider transitioning to implementation next semester

Syllabus Overview - Schedule

- Week 12 - Lab time
- Week 13 - Beta Demo
    - Polish
- Week 14 - Lab time
- Final Exam - Digital Prototype Presentations
    - Submission of final Design Documentation
    - Looking forward to Games II

Grading

- **[20%] Assignments**

- **[25%] Physical Prototype**

- **[25%] Digital Prototype**
- **[15%] Final Design Documentation**

- **[10%] Participation (Includes class discussions and blog feedback)**
- **[05%] Peer Assessment**
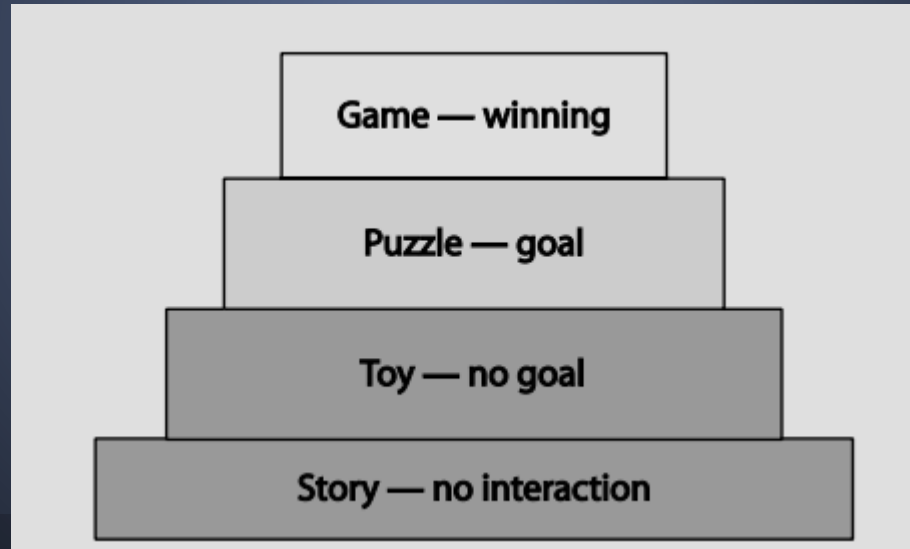
Policies

http://policies.tcnj.edu/index.php

- Final Exams

- Attendance

- Academic Integrity

- Differing Abilities

So... what makes something a game?

- Interaction
- Goal
- Winning

Let's look at some games:

- What is a game that you like? Or dislike?
- What makes it good or bad?
- How is it similar to other games?
- What elements of that game are unique?

Assignments for Week 2 (9/4)

Personal Gaming Chronology

- List the games you have played throughout your life in chronological order
- For each, briefly explain what stood out to you, or something you learned
- Think about ALL forms of games
- Try to come up with at least 50 (you'll be surprised how many games you've played)

Assignments for Week 2

Individual Skills, Interests, and Goals

- Technical skills
- Areas of proficiency
- Areas of interest
- Areas you want to improve in
- Additional interests/hobbies/skills
- Favorite Game(s)
- Favorite Game Genre(s)

Reading for Next Week:

- Game Design Workshop, Ch. 1 (pgs 2-24)
- Theory of Fun
- Appreciating the Obvious in Game Design

Things to think about:

- What is a game designer's role?
- What makes a game fun?
- When does a game become art?

- What do YOU want to get from this class?
- What kinds of games do you want to make?