

Assignments for Week 2 (09/04)

[Individual] Personal Gaming Chronology

Compile a list of games you have played in chronological order, and specify something you learned from each game, or something that stood out to you as significant.

Consider games in all forms, not just digital; think about board games, card games, dice games, games you played on the playground at recess, games you made up with your friends and family.

For each item on the list, specify your age (as best you can remember) when you first played it, the title or name of the game, and the thing that stood out about that game. I challenge you to come up with at least 50, and at least one from each year of your life (since you have been old enough to play games). It may be helpful to organize this information in a spreadsheet.

By next week's class (Thursday, 9/4 at 5:30 PM), please upload this assignment to CANVAS or submit via email.

This assignment will be worth 5% of your overall grade for the semester, and it should provide you with some food for thought as we get started, so give it an honest effort. You may be surprised by the number of games on your list!

Due date: 9/4/14, 5:30 PM

% of Overall Grade: 5%

Difficulty: Easy

Total Points Available: 5

Grading criteria:

- Assignment submitted by the due date (1 pt)
- At least 10 games included in the list (1 pt)
- Each game listed includes one thought about that game (1 pt)
- An honest effort was given (2 pts)

Individual Skills, Interests, and Goals

Much of the coursework this semester will occur in interdisciplinary teams comprised of specialized roles. While each member of a team will contribute to all areas of the design, s/he will focus largely on one area in particular.

Do you see yourself as a writer? A programmer? An artist? A musician? Do you have knowledge, passions, or proficiency in another area not necessarily related to games (history, philosophy, biology, psychology, sociology, sports, film, calligraphy, origami, astronomy, stamp-collecting, cooking, comic books, martial arts, etc.) but that you feel could enrich your game in any way?

You may have skills and interests in multiple areas, or you may be seeking to improve in one area in particular. This course is an excellent opportunity both to hone skills you are passionate about and to improve in other areas. In order to ensure that you get the most out of this course, and that teams possess balanced skillsets, please list the following:

Name:

Major:

Minor (if applicable):

Technical skills: (specific software, programming languages, etc. you are proficient with)

Areas of proficiency: (e.g. Programming, 3-D Modeling, Creative Writing, Sound Design, etc.)

Areas of interest: (which area do you want to work in for this class?)

Areas you want to improve in: (can be areas of interest or proficiency too!)

Additional interests/hobbies/skills: (anything else you feel like listing that might contribute to your game's design)

Favorite Game(s):

Favorite Game Genre(s):

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This assignment is ungraded, but it will be important in determining team composition and in providing you with the best opportunity to work on the things that are important to you during the course of the semester.

Reading Assignments for Week 2 (09/04)

- [Theory of Fun](#)
- [Appreciating the obvious in game design](#)
- [Game Design Workshop](#) – Chapter 1: The Role of the Game Designer (pgs. 2 – 24)