

Assignments for Week 03 (9/11)

[Individual] Start a Game Journal

Pick a game you may have played recently, or one that stood out to you from your Personal Gaming Chronology. Think back to a particularly meaningful moment of gameplay. Reflect on the following points:

- Why did it stand out to you?
- What did you think/feel/do?
- What choices did you make? Why?
- How did you feel about those choices?
- What are the underlying mechanics that made it work?
- What are the dramatic aspects?

The goal of this exercise is to get you thinking critically about your own experience playing games – to become a better player. You should write in your Game Journal at least once each week, and at least 10 times total over the course of the semester. While each individual entry will not be graded weekly, your complete journal will count towards your final grade.

Due Date: 12/4/14

% of Overall Grade: 10%

Difficulty: Medium

Total points available: 10

Grading criteria:

- Each complete entry with critical thought demonstrated is worth 1 point.

[Group] Game Concept Proposal

Meet with your group (**at least** once!) and come up with a high-level idea or system for a game. In class next Thursday (9/11) you will be expected to give a brief, informal presentation (not graded) to convey your idea. The goal of this presentation is to get you more comfortable pitching your ideas, as well as to get feedback you can use to refine your idea. Rough concept images may be helpful to getting your thoughts across, but are not required. You should be able to speak to the following points:

- What are the player experience goals?
 - What do you want the player(s) to do, feel?
 - What kind of situations will players find themselves in?
 - What will be interesting and engaging?
 - What is the player thinking?
 - What choices are you offering?
- What is the core mechanic?

Remember, this is a high-level concept that will be refined into something more concrete. Do not worry about how you will implement this idea yet. The main priority at this stage is to develop a sound premise that can be quickly prototyped and playtested in the coming weeks.

Also, be sure to have fun at your team meetings! Take a break and play a game together, and get to know each other. You'll be working together throughout the semester, so it's important to have a good dynamic.

Reading Assignments for Week 03

- [Game Design Workshop](#) – Ch. 6: Conceptualization (pgs. 148 – 173)
- [Reading Lessons from Giants](#)
- [Kevin Maxon – Game Design is the Meta-Medium](#)