

# Games I: Design and Architecture

Week 08 (10/16)

- Digital Prototyping - Goals and Methods
- Impact of Games

# Midterm..Complete!

- Great job!
- Any questions?
- Did you learn anything?
- Did you have fun?



# Looking back

## **What did you learn?**

- What didn't work?
- What worked really well?
- What surprised you?

# Looking forward

## **Thinking about the digital prototype:**

- Do you have an engine in mind?
- Do you have roles and responsibilities in mind?

# Games I, Part II!



# Digital Prototyping (finally!)

**CODE**

**ART**

**STORY**

**MUSIC**

But also:

- Goals and Methods [Ch. 08]
- Team Structures [Ch. 12]
- Design Documentation [Ch. 14]
- Fine-tuning [Ch. 10]

# The goal...

A digital (software) prototype

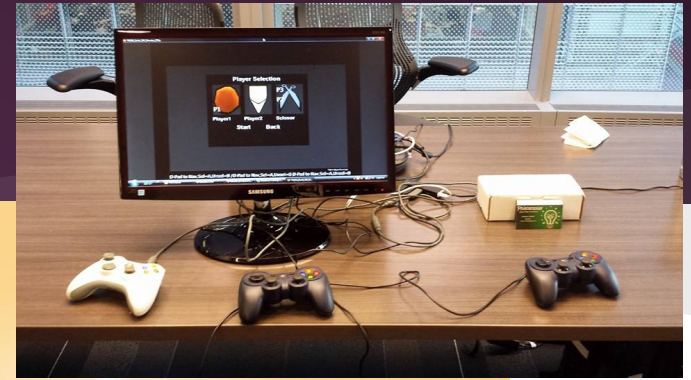
- A slice of your game
- Demonstrates core mechanics
- Demonstrates player experience goals

Not necessarily complete

- More to balance
- Expand on features

Design Document

- roadmap for implementation semester



# Types of Digital Prototypes

- **Game Mechanics**
  - experimental gameplay, Braid
- **Kinesthetics (feel)**
  - controls, responsiveness
  - Katamari, 2 analog sticks
- **Aesthetics (look)**
  - storyboard, concept art, animatic, UI mockup, music drafts
- **Technology**
  - making it work, proof of concept, code not optimized yet



# Things to consider:

- What are you **trying to demonstrate** with your prototype? (**Mechanics/look/feel/tech?**)
- Focus on the area you have most questions or concerns about
- Build it **quickly**
- Make the tool **flexible**
  - Use variables, favor function over attractiveness of interface

# Why are we doing this?

Games that impacted your life in a positive way?

- Helped you through a tough time?
- Educated you on a subject?
- Raised a thought-provoking issue?

Why do you want to make games?

- Self expression?
- Create something cool for others?

# Gaming can make a better world

[Jane McGonigal TED Talk](#)

# But also...

The violence in games debate

The “Gamergate” controversy

# Some key issues:

- Racism
- Gender Issues/Sexism
- Violence
- Portrayal of Substances
- Addictive Behavior

# Some key issues:

Cultural Awareness

Education

Mental/Physical Training - Cognitive/Reflexive Skills

Physical Treatment - Exercise/Physical Rehabilitation

Psychological Treatment (Stress Relief, Depression, Anxiety, etc.)

Psychology/Games as Motivation

# Some key issues:

Gamification

DLC/Microtransactions

Digital Rights Management

Censorship, Moderation, ESRB Ratings

Anonymity/Online Gaming/Bullying

Privacy and Security

Media/News Coverage

Politics/Satire

# Social Impact of Games

20 minute presentation + discussion about an issue

- What is the issue?
- How is the issue manifest in games?
- How have games perpetuated the issue?
- How have games addressed the issue?
- How has society handled the issue?

Use specific games as examples, or analyze a single game in-depth.

Feel free to use visual aids or simply discuss

Try to keep within the 20 minute time limit.



# Social Impact of Games

## Schedule

- 4-5 presentations/class
  - Week 09
  - Week 10
  - Week 11
  - Week 12

# Reminders...

**Today is 10/16**

Game Journals

- Due at end of semester (12/04)
- 10 Entries

Missing Assignments (C'mon already)

- Personal Gaming Chronology x1
- Dynamic Elements Analysis x6

# Reading - at your leisure:

- Ch.08: Digital Prototyping [213-246]
- Ch.12: Team Structures [348-374]
- Ch.14: The Design Document [394-412]