

Media Design 3: Game Design
Spring 2011, Weeks 3-12
Instructors: Marie Ehrndal, Simon Niedenthal and Tony Olsson

Purpose:

This course is an introduction to basic principles of game design.

Goal:

Upon completion of the course, students will have an understanding of the basic concepts of game design, and be able to prototype a game using a range of tools and methods. They will be able to analyze games and game mechanics, and relate their game prototypes to game studies research. In addition, they will be able to transfer their knowledge of game concepts to other forms of interaction design.

Learning Objectives:

Knowledge and Understanding:

- A general understanding of the components of games.
- Relate game mechanics to gaming experiences.
- Assemble different media components and interface elements to create a game prototype.
- Relate research questions in game studies and development to the design project

Skills and Abilities

- Collaborate in a design team through a complete design process from concept to a working prototype with identifiable experience qualities that demonstrates innovative interaction.

Judgement and Values

- Demonstrate a professional attitude..

Assessment:

The students show that they have met the learning objectives via:

- Continuous delivery of design documentation from the different stages of the design process.
- Oral presentations and feedback in design reviews and discussion seminars.
- Physical and digital game prototypes that are presented to a panel of instructors and industry representatives.

Pedagogical forms and methods:

The course is project-based with focus on student-driven learning through supervised design projects. The course consists of lectures, seminars, design reviews and critique. Students will also be offered technical advisory sessions to support their prototype construction.

Assignments:

Game Analysis (group)

Scrabbleship (group)

Game Prototype (group):

1. Concept statement
2. Paper prototype
3. Documented play-test session
4. Playable demo
5. Gameplay video

Examination and grades:

Several stages of the game development process will be evaluated and each stage has to be passed to complete the course. Each individual student has to make a sufficient contribution to the group effort to complete the course. Group audits with peer evaluations will be used as necessary. Grades to be awarded will consist of “Godkänd” (pass) or “Underkänd” (fail).

Revision:

Students who make a good faith effort to engage the class will be given the opportunity to complete the following assignments for Godkänd:

1. Group game concept, gameplay video and design documents: students will complete the assignments as given.
2. Final: students will complete the assignments as given.

As per Malmö Högskola student rights, students will be given multiple opportunities to present exam work:

1. The normal exam date, 27 March 2013
2. One month later, for komplettering, by arrangement with instructors
3. During August 2013, by arrangement with instructors only.

Students who do not take advantage of these exam dates will have to wait until the next time the course is given to apply for Godkänd and their points.

Required literature:

Fullerton, Tracy, with Christopher Swain, and Steven Hoffman. 2008. Game design workshop a playcentric approach to creating innovative games. 2nd ed. Amsterdam: Elsevier Morgan Kaufmann.

Other recommended literature:

Salen, Katie and Eric Zimmerman. 2004 Rules of play. Game design fundamentals. Cambridge, Mass: MIT Press.

Salen, Katie and Eric Zimmerman. 2006. The game design reader. Cambridge, Mass: MIT Press.

Suggestions for additional articles will be given.

Course language:

Lectures will be held in English, supervision will be in Swedish/English as appropriate.

Syllabus:

A detailed syllabus can be found on kronox, online.

Deadlines and Deliverables:

Scrabbleship. Boardgame. 1 Feb.

Game Analysis. Report (upload). 18 Feb.

Online quiz on course readings: 6 Mar.

Game Prototype:

1. Concept statement (upload). 15 Feb.

2. Low-fi prototype. 22 Feb.

3. High-fi prototype. 1 Mar.

4. Documented play-test session (upload). 13 Mar.

5. Playable prototype. 27 Mar.

6. Gameplay video (upload). 29 Mar.

Note on uploaded submissions: please include your group number and the assignment title in the file name. Please do not leave any blank spaces in the file name. For example: Group_6_playtest1.doc