Game design I.

Zdenek Zahora

Czech

English

How are you?

What game are you currently playing?

Goals

(a) develop the ability to critically analyse digital and board game rules and structure

(b) teach students practical methods of rapid paper prototyping of gaming systems

(c) to improve students skill in designing games

Interdisciplinarity
Mixed teams

FI
PA215

FF
ISKM52

Digitální hry - analýza a design (SKM52)
vs
Game Design I. (PA215)

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it is the same content; evolved into 2nd phase of a pokémon; with less focus on educational and research and more focus on practical process of designing a game.

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**If you want to focus on
games + education and + research:
TIM_B_027 Aplikovaná herní studia**

Game Design I. (PA215) <=> Digitální hry - analýza a design (SKM52) vs **Aplikovaná herní studia (TIM_B_027)**

CREATE (PA215) <=> (SKM52)
vs
RESEARCH (TIM_B_027)

You can take both courses.
\m/ (>.<) \m/

You will take both courses.
\m/ (>.<) \m/

You could take both courses.
\m/ (>.<) \m/

Do it now!

\m/ (>.<) \m/

No pressure.
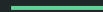\m/ (>.<) \m/

Do it now!

\m/ (>.<) \m/

Interdisciplinarity
Mixed teams

FI
VI
GRA
SSME
BcAP
...

FF
TIM
KISK

Workload

Workload = fun

Workload = fun = really!

Playable Game Prototype
Game Design Observations
Game Design Proposal

OUTCOMES:

- playable game prototype (team)
  - board/card game [*optional: digital*]
- game design observations (solo)
- game design proposal (solo)

COURSE:
- lectures (9x including this one)
  - suggested reading
- workshops (3x)
- homework (GDO)
- final project (game, proposal)

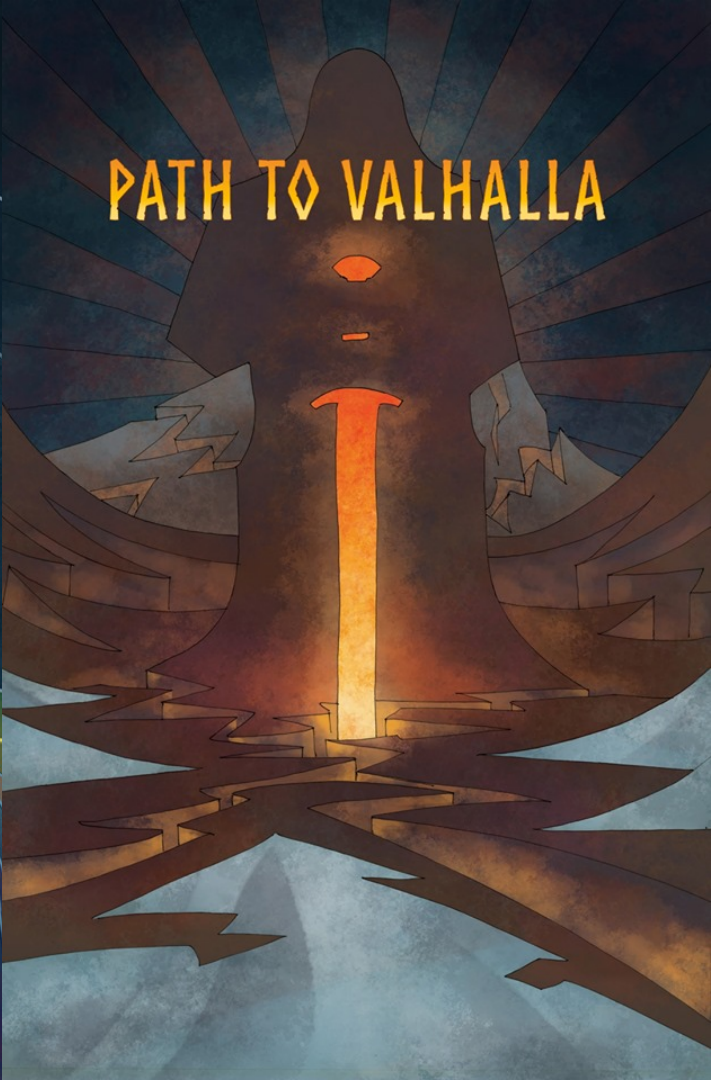# Interdisciplinarity
Mixed teams

Interdisciplinarity
Mixed teams
... are always risky.

Interdisciplinarity
Mixed teams
... are always risky,
but magic happens.

PATH TO VALHALLA

ZZ

Why him?

- **5 years of working as a game designer / producer** (Dark Train, Future Factory)
- **game design lecturer for game companies**
- **game design consultant**
- **6 years of game design teaching** (Brno, Jihlava, both university and high school)
- **10 years (omfg) of NGO activities** (MU Game Studies, GGGC, GameDev Area; city and region politics/projects - game industry consultant)

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- I love it. I think the course is never good enough (but students do). I thrive on student growth. World makes sense, when my students get a job in the game industry (15+) and I loveandhate companies for stealing their talent from the university :(:)...

"full ZZ experience"
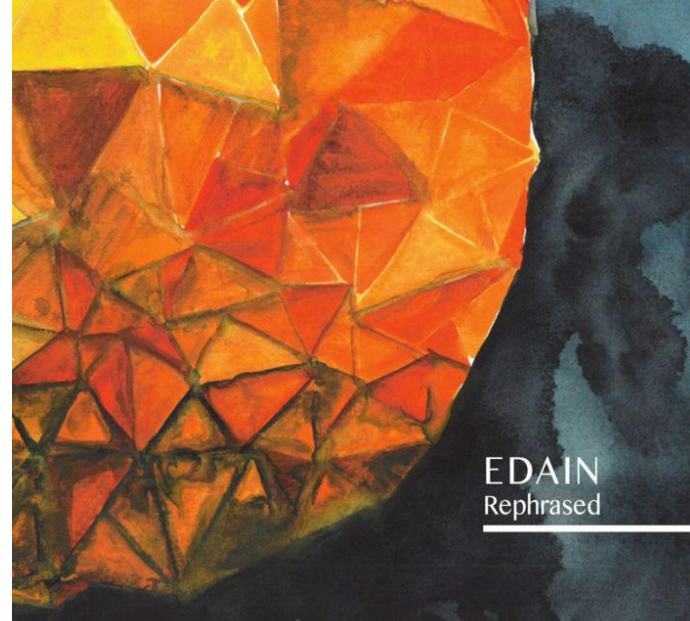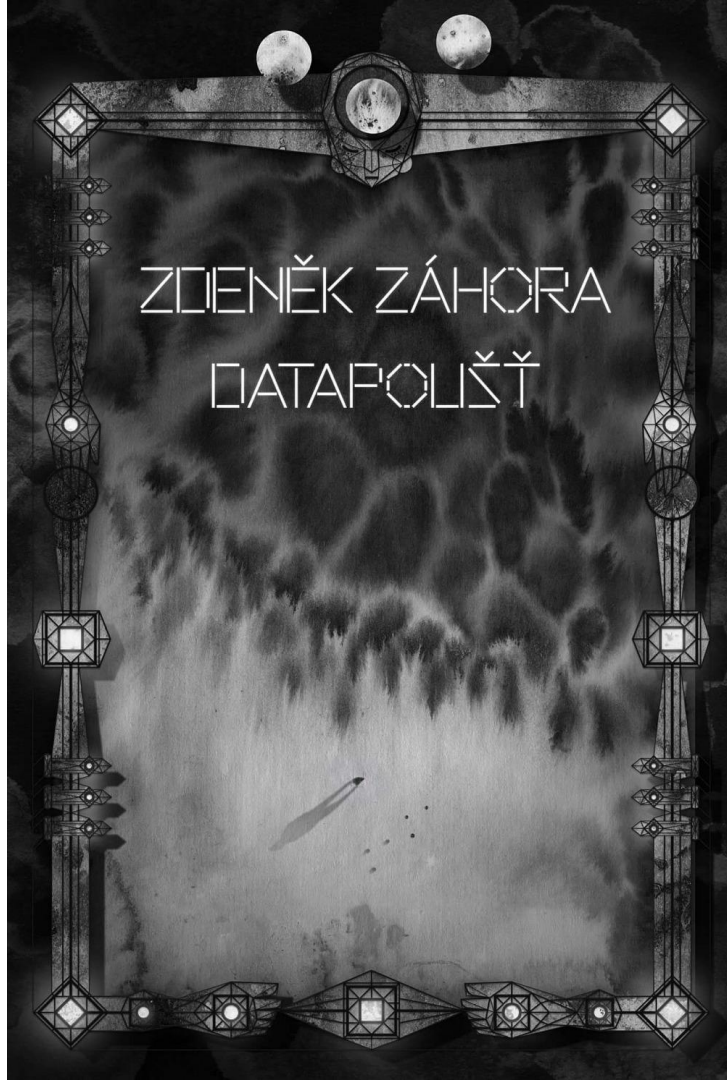
CREATE (PA215) <=> (SKM52)

+

RESEARCH (TIM_B_027)

+

JAPAN DIGITAL GAMES (HRY01)

YOU CALL IT STALKING

I CALL IT RESEARCH

makeameme.org

ZDENĚK ZÁHORA

DATAPOUŠŤ

EDAIN
Rephrased

Your expectations?

Conclusion

1

Playable game prototype for your CV.

6+

Game design observations.

1

Solo game design proposal.

12x2

Hours spent getting better at game design on lectures.

20+

Hours spent getting better at game design while working on team projects.

Questions?

Ask now or never hesitate to ask anytime…

Formal <u>analysis</u> experiment

Your takeaway message?

Thank you and see you next time!