



Prifysgol Cymru

Y Drindod Dewi Sant

University of Wales

Trinity Saint David

GAME DESIGNER'S CONTEXT

RICH MORGAN

BA / MARTS CREATIVE COMPUTER GAMES DESIGN

Module Introduction and Outline

- General Overview
- Semester Outline
- Assessment Brief Hand-Out

Lecture / Tutorial Sessions:

Two sessions each week based around central themes

Session 1: Tuesdays 9am-11am

Session 2: Tuesdays 12pm-2pm

General Overview

This module follows the **Game Design and History** module from the first year and covers additional areas of game design theory, game prototyping, play-testing guidelines, interactive narrative and general narrative theory.

The module also covers application of project planning and management methodologies including production of industry-level documentation in preparation for the final year of study.

Semester Outline

Week 1: Game Design Theory 1

- Introduction
- Design Brief Hand-Out

Session 1: Player Expectations: What Players Want

Session 2: Player Expectations: What Players Expect

Semester Outline

Week 2: **Game Design Theory 2**

Session 1: **Gameplay**

Session 2: **Game Design Documents:
Overview, Advice and the Awful Truth**

Semester Outline

Week 3: **Game Design Theory 3**

Session 1: **Commonly Used Challenges: Part 1**

Session 2: **Commonly Used Challenges: Part 2**

Semester Outline

Week 4: **Game Prototyping**

Session 1: **Game Prototyping & Exercise**

Session 2: **Prototyping Exercises (Student-led)**

Semester Outline

Week 5: **Game Development & Project Planning 1**

Session 1: **Planning a Dev Project / Gantt Charts**

Session 2: **Bottlenecks and Crunch Time**

Semester Outline

Week 6: **Game Development & Project Planning 2**

Session 1: **Feature Creep & Case Study:**
Duke Nukem Forever

Session 2: **Feedback/Recap and**
Assignment Workshop Session

Semester Outline

Week 7: **Playtesting**

Session 1: **Playtesting Guidelines**

Session 2: **Playtesting Exercises (Student-led)**

Semester Outline

Week 8: **Narrative Theory 1**

Session 1: **Story Structure and Character**

Session 2: **Plot and The Hero's Journey**

Semester Outline

Week 9: **Narrative Theory 2**

Session 1: **Stories and Games**

Session 2: **Andrew Glassner: Common Pitfalls**

Semester Outline

Week 10: Assessment

Assessment Hand-In and Student GDD Demonstrations

Assessment Brief Hand-Out

Two parts to module assessment:

A) Individual Game Design Document

B) 5-minute demonstration of the game idea covered by the GDD

Deadline: 5th December 2017

NOTE: Demonstrations will be scheduled later in the Semester

Questions?



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