

Project 1

Game Concept Design and Development

team-based (4 groups)

Monday 9/21 (Class 7)*

- Begin ideation on possible game premises (inspired by the Values at Play cards and process)
- Download the Game Concept Outline (OpenLab); upload to Google Doc for collaborative editing
- Draft Section 1, “Executive Summary”

Wednesday 9/23 (Class 8)*

- Determine team roles and begin research
- Determine game mechanics, core game play, characters, navigation, rules, procedures, objects, etc.
- Draft Section 2, “Proposed Game Concept”

Tuesday 9/29 (Class 9)*

- Collaboratively develop your ideas and the Game Concept Outline
- Develop a paper or physical prototype of your game concept, after seeing various examples

Wednesday 9/30 (Class 10)*

- Each team will have around 20 minutes to...
 - Briefly pitch your game concept to in-class playtesters from another group (5 minutes)
 - Conduct a virtual playtesting session of your game and interview players (10 minutes)
 - Evaluate the game concept, prototype, and playtest results with your group (5 minutes)
- Revise your paper/cardboard game prototype based on feedback and make a playtest #2 plan

—>Due Friday 10/2 by 5:00 PM<—

- Conduct and video-record a playtest + Q&A with someone outside of the class
- Update all parts of the Game Concept Outline, making sure to include research URLs
- Prepare a PowerPoint or Keynote presentation with sketches, photos, video clips & send via Slack

Monday 10/5 (Class 11)

- Each team will have around 15 minutes to present their projects + 10 minutes for critiques
- Group discussion and evaluation of projects

**additional time outside of class will be needed—coordinate with your team via Slack group DM*