

MTEC 1101: Emerging Media Foundation
Landers

Project 1

Game Concept Design and Development

(Team-based)

Wednesday 09/25 (Class 8)*

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

Monday 09/28 (Class 9)*

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

Monday 10/07 (Class 10)*

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

Wednesday 10/09 (Class 11)*

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

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

Between 10/09 and 10/21 *

Conduct and document (video, photo, narrative) a playtest + Q&A with someone outside of the class (friend, significant other, parent, sibling, relative, peer in another class, total stranger you met on the bus, et cetera)

Monday 10/21 (Class 14)

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*