MTEC 1101: Emerging Media Foundation
Spring 2022
Landers

Project 1
Game Concept Design and Development
Team-based

Thursday 2/24 (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"

Tuesday 03/01 (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"

Thursday 03/03 (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

Tuesday 03/08 (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

 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

Thursday 03/10 (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