MTEC 1101: Emerging Media Foundation
Spring 2023
Landers

# Project 1
# Game Concept Design and Development
# (Team-based)

**Wednesday 02/15** (Class 6)*

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"

**Tuesday 02/21** (Class 7)*

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

**Wednesday 02/22** (Class 8)*

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

**Monday 02/27** (Class 9) *****

Make a plan to 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)

**Wednesday 03/01 (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

**Between 03/01 and 03/06**

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 03/06 (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*