

MTEC 1101: Emerging Media Foundation  
Landers

## **Project 1**

### **Game Concept Design and Development**

#### **(Team-based)**

**Monday 02/26** (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"

**Wednesday 02/28** (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 03/04** (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 03/06** (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 03/06 and 03/18 \***

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 03/18** (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*