

COURSE CONTENT

Course Code	DT3017
Course Title	Game Seminar
Pre-requisites	DT2018 Animation for Games I or DT3014 Game Design II
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this advanced level course, you will apply play theory, game mechanics, and game design techniques to create a game that engages meaningfully with an aspect of society. You will examine a range of roles that digital games play in society, including simulation, training, education, and entertainment, and you will identify a context that a digital game could respond to. The learning in this course will directly inform other advanced level game, animation and interactive oriented courses.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe game design models which respond to a context from society.
2. Develop digital game responses to a specific context.
3. Apply play theory, game mechanics, and game design techniques to create a game that engages meaningfully with a player
4. Develop a game following a production pipeline, meeting all deadlines, either individually or as part of a team.
5. Provide constructive feedback and critique in response to presentation and prototyping situations.

Course Content

In this course you will expand your knowledge and engagement with digital gaming as an aspect of modern-day society. You will explore how digital gaming has become an integrated part of modern life, from interactions with everyday consoles such as ticketing machines, through to the highly competitive engagement of professional e-sport tournaments.

You will begin this course by conducting a research survey of a range of roles that games play in society. Following a criteria-based selection process, you will conduct a case study analysis. This research analysis will reveal how the integrated aspects of play, mechanics, and design generate engagement and reward for the player in your selected sample. At the same time, examples of game research and theory will be presented, discussed, and contextualised to a modern-day context.

Based on your research, you will apply your findings to develop a game proposal that addresses the specified role. This proposal will be presented to the class, discussed and critiqued. Following presentation, you will develop your proposal into a playable game, or join another team to work on their proposal.

You may work independently, or as part of a team. In all situations, you will be assessed as an individual, with individual performance criteria, as well as considering your role and contribution to the team.

The final intention of this course is to produce a working game prototype that clearly demonstrates a meaningful response to the societal context that was identified through the research analysis.