



Computer Science and Games: *Just For Girls!*

Game Design:
What is a Game?

What is a game?

Brainstorm!

How would you define "game"?



What is a game?

Rules + A Goal = A Game

Interactive activity for play

Done in a pretending world

Challenges to reach the goal

Actions to take to face challenges

What is a game?

Objects, Attributes

Actions, Results

Game Objective

Rules

How to Become a Game Designer?

<http://extra-credits.net/episodes/so-you-want-to-be-a-game-designer/>

Tips for Making Games Fun

Gameplay first, *always*

Think of player

Know your audience

Automate parts that aren't fun

Strive for beauty

Have discoverable challenges

Multiple ways to win

Female Audience

<http://www.youtube.com/watch?v=R8ZVZRsy8N8&feature=related>



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Extra Game Design
Elements

How do games entertain?

Gameplay: challenges and actions



<http://image.importtuner.com/f/miscellaneous/import-tuner-challenge-video-game/1018181+w478+cr1+re0+ar1/import-tuner-challenge.jpg>

How do games entertain?

Aesthetics (how it looks and sounds)



http://images.tomshardware.com/2007/02/20/the_50_greatest_female_characters_in_the_history_of_video_games/zelda.jpg

How do games entertain?

Good storytelling



http://www.geocities.com/gimmie_a_name_dammit/Final_Fantasy_7_-_Aeris_Dying_1.jpg

How do games entertain?

Risks and rewards



<http://www.thesimszone.co.uk/editorials/index.php?ID=42>

How do games entertain?

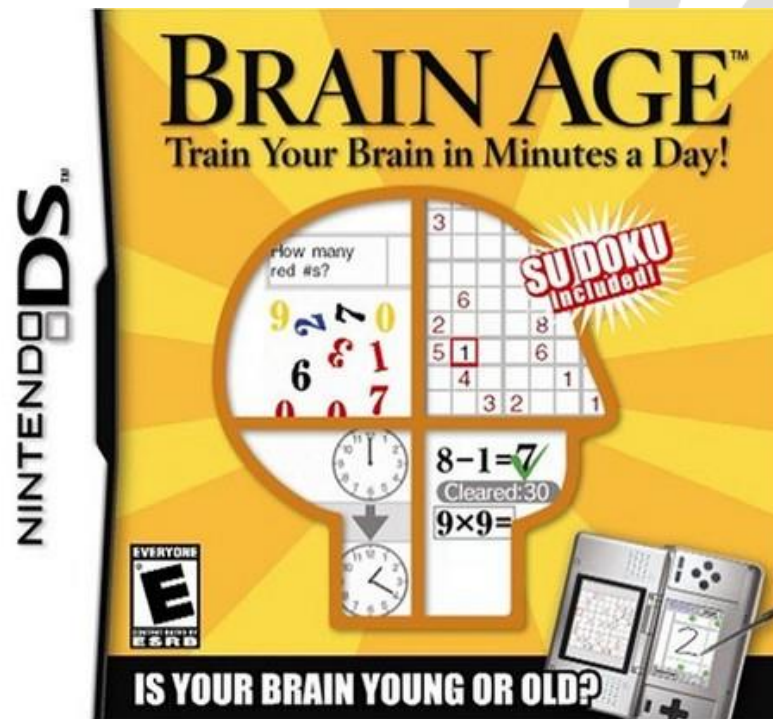
Novelty: something completely different



<http://www.techshout.com/images/wii-tennis.jpg>

How do games entertain?

Learning



<http://www.gametab.com/images/ss/ds/5245/box-1.jpg>

How do games entertain?

Socializing



http://prblog.typepad.com/strategic_public_relation/images/secondlife_1.jpg

Game Genres

Action: Physical challenges.



Yoshiart.com

<http://yoshi.2yr.net/pics/super-mario-64-ds-all.jpg>

Game Genres

Strategy: Tactical or logistical challenges.



<http://www.gameogre.com/reviewdirectory/upload/Age%20of%20Empires.jpg>

Game Genres

Role-playing: Exploration, puzzles, tactical.



<http://www.armchairempire.com/images/Reviews/playstation/final-fantasy-origins/final-fantasy-origins-2.jpg>

Game Genres

Sport and vehicle sims: Physical and tactical.



http://upload.wikimedia.org/wikipedia/en/f/f1/Need_for_Speed_Underground_2.PNG

Game Genres

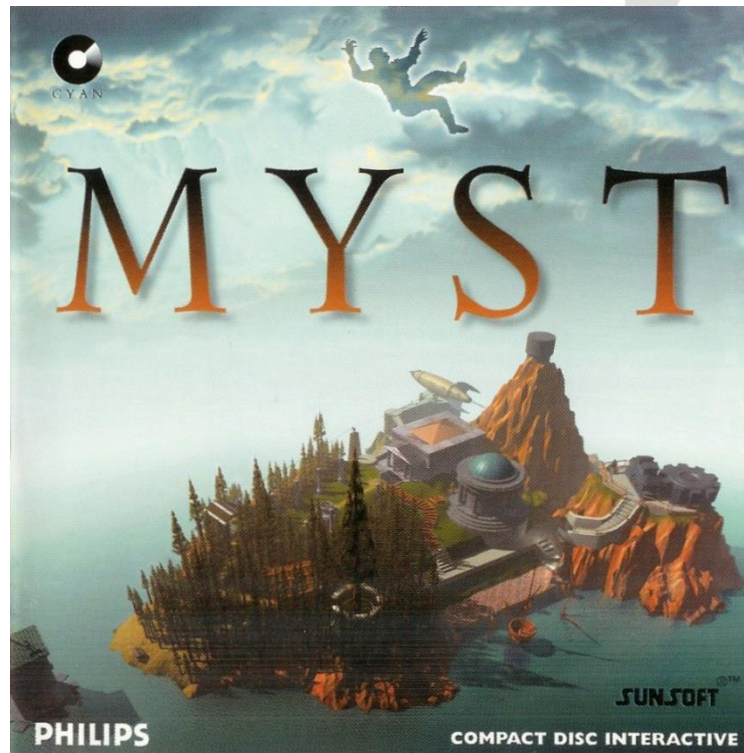
Construction and management: Economic and conceptual challenges.



<http://www.premier-md.com/images/Pinball%20Machines/Roller%20Coaster%20Tycoon/RCTbackglassL.jpg>

Game Genres

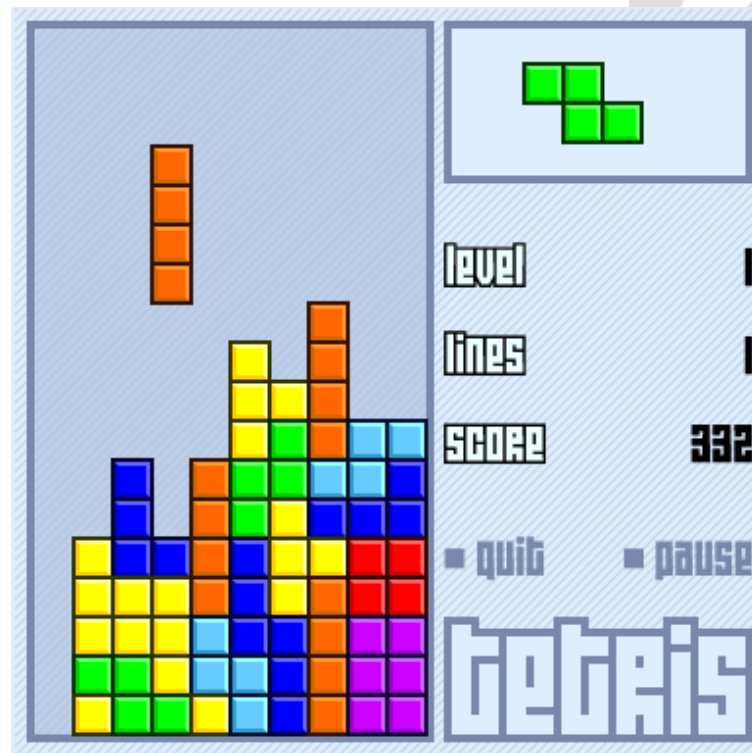
Adventure: Exploration and problem-solving.



http://www.blackmoonproject.co.uk/boxart/games/myst_eurofront.jpg

Game Genres

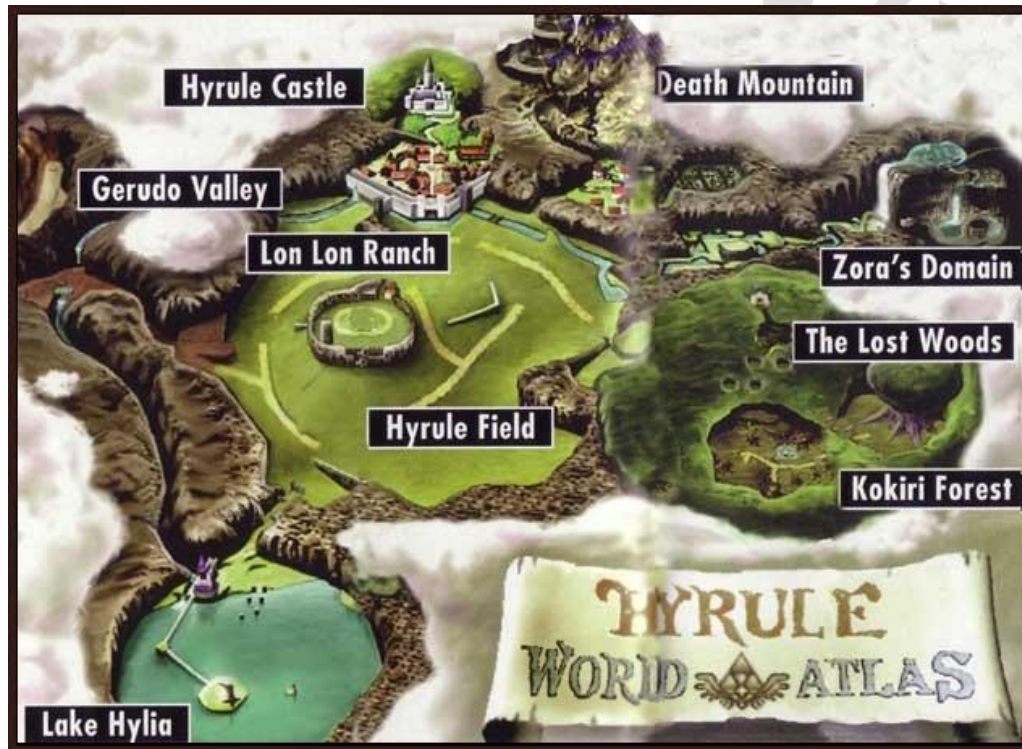
Puzzle: Logic and conceptual challenges.



http://www.socialfiction.org/img/tetris_big.gif

What is a Game World?

The place the player pretends to be.



<http://coco.raceme.org/videogames/zelda/images/hyrule.jpg>

Physical Dimension

Spatial dimension (2D, 3D)



<http://cache.gizmodo.com/assets/resources/2007/12/sonic.png> and

http://www.games32.com/web4/games_catalog/games/Sonic-And-The-Secret-Rings-WII/images/md_23795.jpg

Physical Dimension

Scale



<http://www.videogamesblogger.com/wp-content/uploads/2007/08/my-sims-icecream-screenshot-big.jpg> and
http://images.apple.com/downloads/macosx/games/demos_updates/images/thesimshouseparty_20070608172504.jpg

Physical Dimension

Boundaries



http://img.gamespot.com/gamespot/images/2006/291/reviews/933696_20061019_screen003.jpg and
http://www.dignews.com/admin/screenshot/super_mario_galaxy_10.jpg

Time Dimension

Normal time, variable time, or player adjusted time



<http://www.dugena.co.uk/dugena/pocketwatch2107585m.jpg>

Environmental Dimension

Physical surroundings, culture, detail



http://www.gamesfirst.com/images/content/2005_11/1131898129_ss3.jpg

Emotional Dimension

Influence feelings, entertainment over fun



<http://www.rpgfan.com/pics/papermario2/art-001.jpg>

Ethical Dimension

Moral decision making



<http://joshkim.org/2008/11/05/buy-fallout-3-now/>

Credits

Notes by your instructor Gail Carmichael:

contact@gailcarmichael.com

<http://gailcarmichael.com/>

Notes partially based on:

Fundamentals of Game Design, Ernest Adams and Andrew Rollings

The Art of Game Design: A Book of Lenses, Jesse Schell