



**KTH Computer Science
and Communication**

Computer Game Design

DH2650

Björn Thuresson

CSC

HPCViz/VIC

thure@kth.se

Interactive Entertainment Technologies

DD3336

<http://www.csc.kth.se/~chpeters/DD3336/>

Chris Peters

CSC

HPCViz/VIC

chpeters@kth.se

About the course

- Gives an overview of and insights into what computer games are, why people play, how the market works, game development models, games tech, etc



About the course

- There will be guest lectures, project work and seminars
 - Guest lectures to go deeper into relevant expert areas
 - Project work to learn the practise and exemplify
 - Seminars to reflect and tie together

About the guest lectures

- You'll meet actors from all parts of the value chain
- The trade organisation, game companies, independants, tech providers, producers, publishers, etc





About the seminars

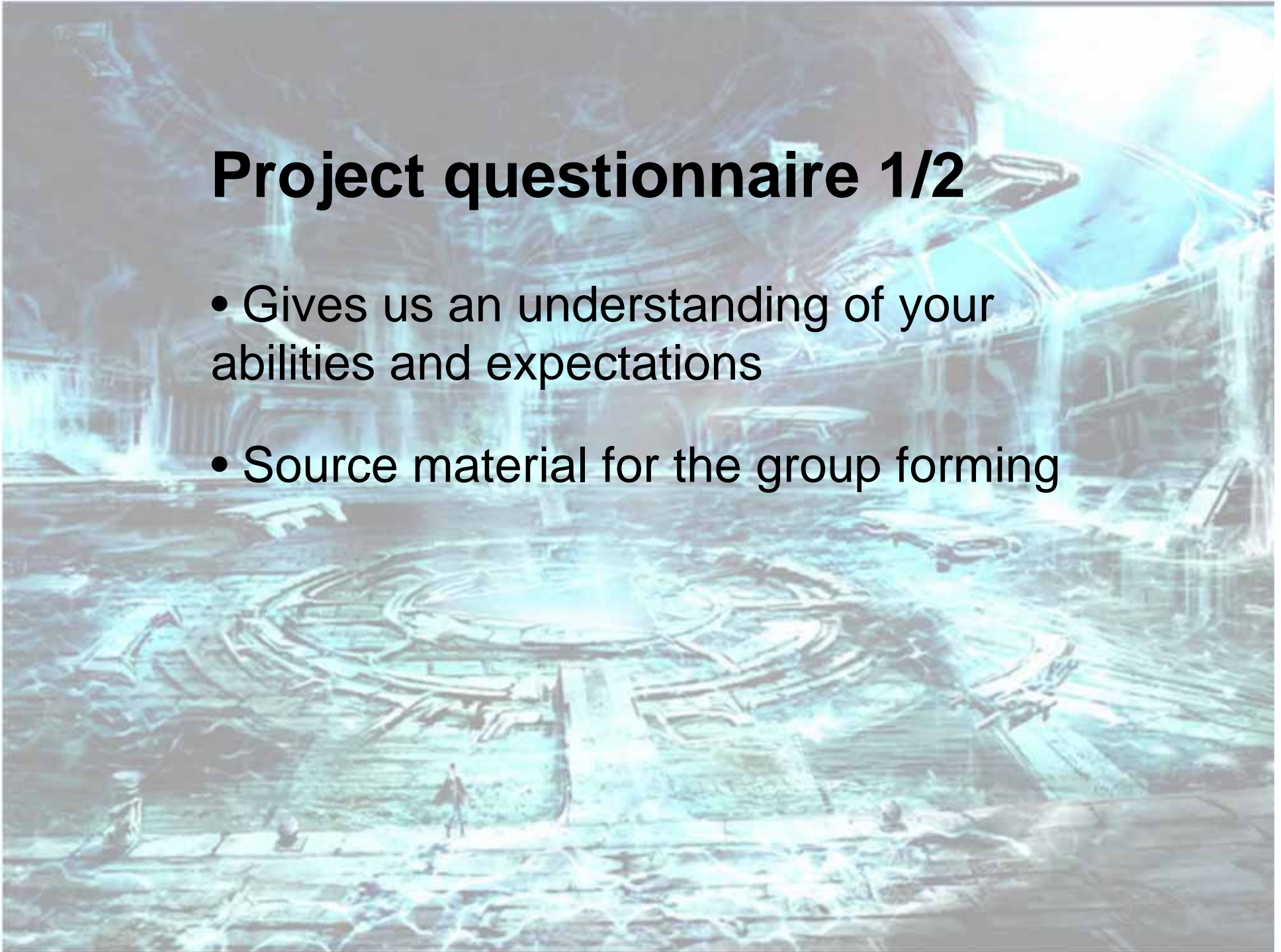
- Often directly after the guest lectures
- Reflect and discuss
- You should get a good understanding of the whole value chain and the relevant stake holders
- You should be able to give references and examples

About the project

- In groups of 4-6 people develop an idea through a *concept description*, a *target group analysis*, a defined *tech platform*, and a *business plan*
- One deliverable called a GDD (Game Design Document) + a website
- A demo or a vertical slice
- More details a little later...

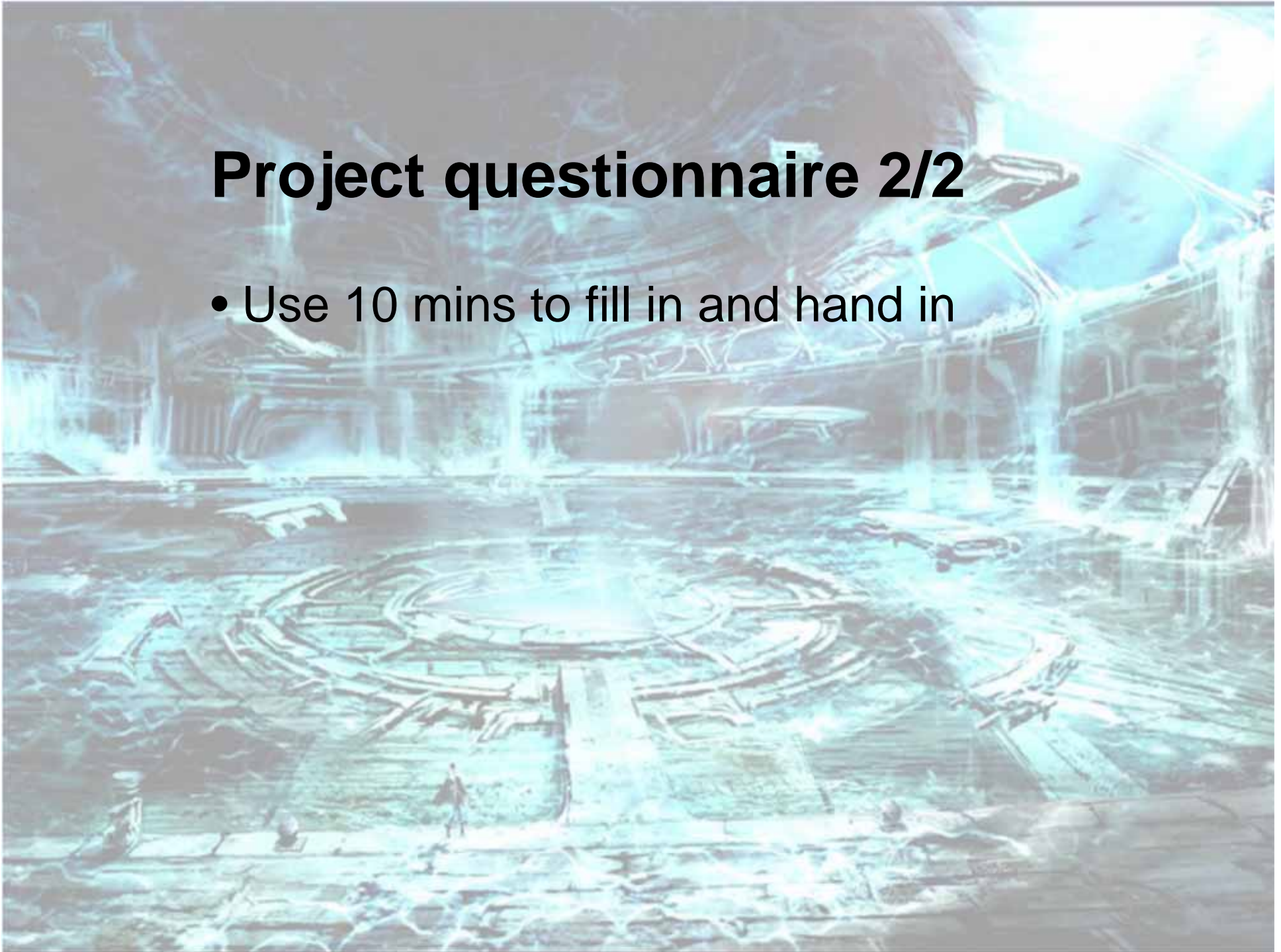
Project questionnaire 1/2

- Gives us an understanding of your abilities and expectations
- Source material for the group forming



Project questionnaire 2/2

- Use 10 mins to fill in and hand in

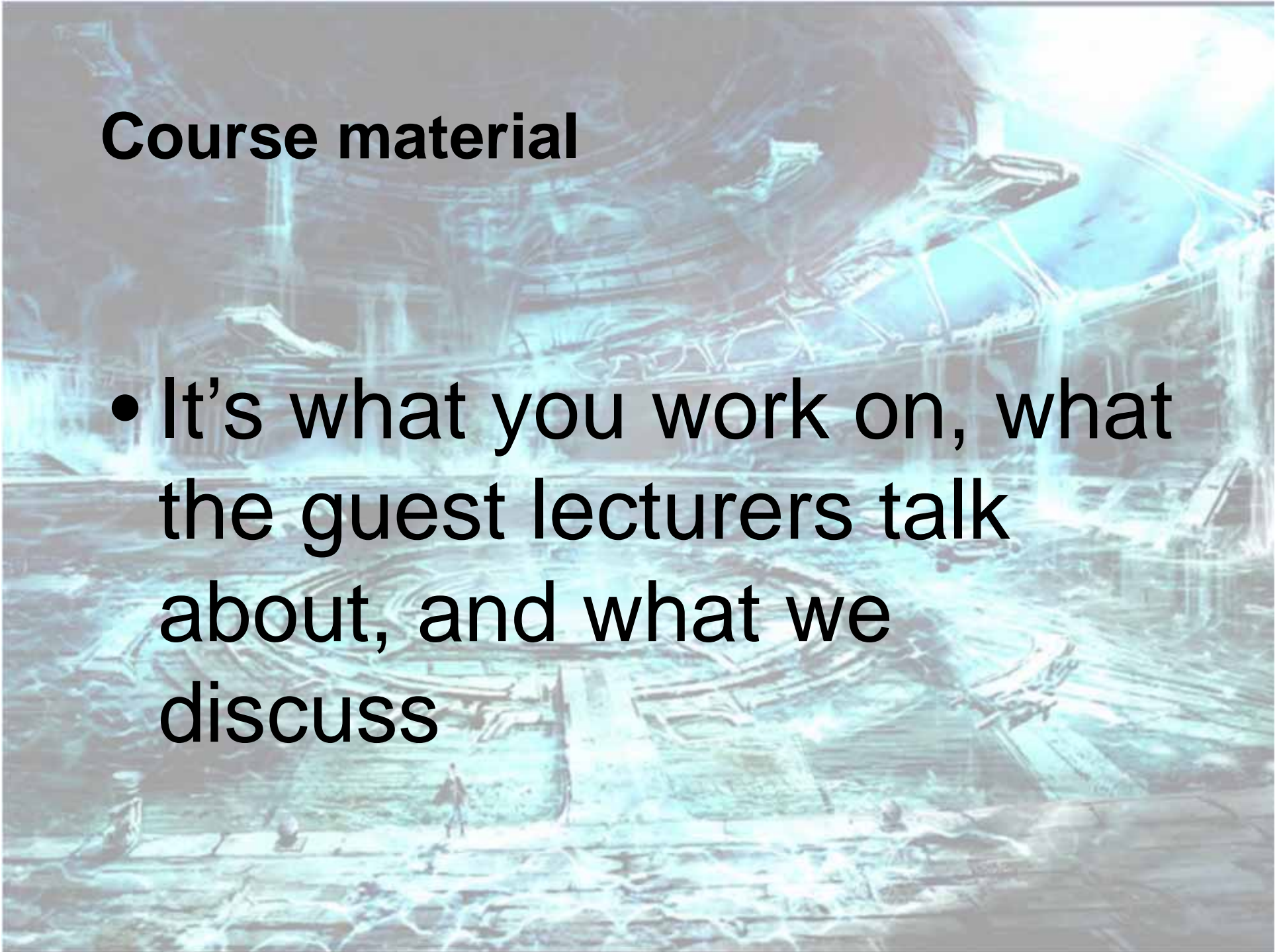


Course material



Course material

- It's what you work on, what the guest lecturers talk about, and what we discuss

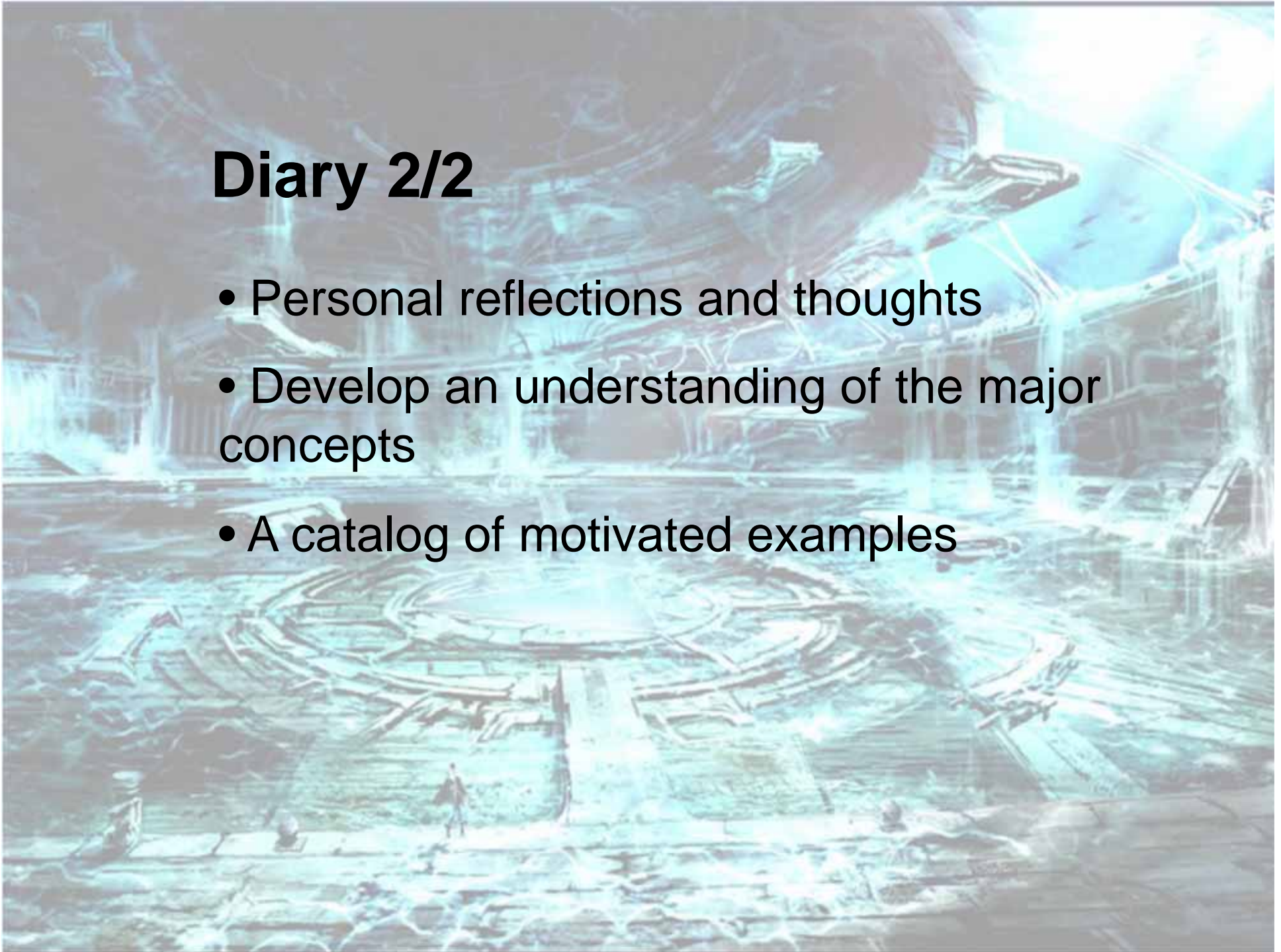


Diary 1/2

- After each lecture you'll get a couple of questions to reflect upon in writing, 1-2 pages/lecture
- Actively use sources and references
- Lots of examples

Diary 2/2

- Personal reflections and thoughts
- Develop an understanding of the major concepts
- A catalog of motivated examples



Diary 2/2

- Personal reflections and thoughts
- Develop an understanding of the major concepts
- A catalog of motivated examples

Examples from last year...

About the project 1/6

- The project is about developing an idea through a *concept description*, a *target group analysis*, a defined *tech platform*, a *business plan*
- One deliverable called a GDD (Game Design Document) + a website
- A demo or a vertical slice or a walk through

About the project 2/6

- *High Concept | Game Treatment | Game Design Document | Pitch | Brief* etc etc etc
- No established standard, but a common trait is that it should *effectively communicate the idea* and clearly state the *defining factors* and *USPs*
- There are many templates...

About the project 3/6

- The GDD should include:
 - **Concept description** (fairly exhaustive, but more importantly, highly communicative)
 - **Target group** (incl motivation)
 - **Technical platform/s** (incl motivation)
 - **Business plan** (incl market analysis, competitor analysis, finance plan etc)

About the project 4/6

- The website should include:
 - A clear and highly communicative presentation of your project and/or the resulting game

Think of using this for future reference as part of your portfolio!

About the project 5/6

- The demo/vertical slice should include:
 - A highly convincing and playable version of your game concept
 - Preferably on the target platform, but in other case a best effort in emulating that use situation



About the project 6/6

- Assessment criteria:
 - Integration of defining factors
 - Novelty/creativity
 - Process
 - Motivation and positioning
 - Communicability

Assignments and grades

- The *diary* should be handed in on **Friday, Dec 11**. You'll get a grade and a comment on the whole diary, not the separate parts
- The presentation of the project also takes place on **Dec 11** and the *demo* and *GDD* should also be handed in no later than that
- The project grade is twice the grade for the diary



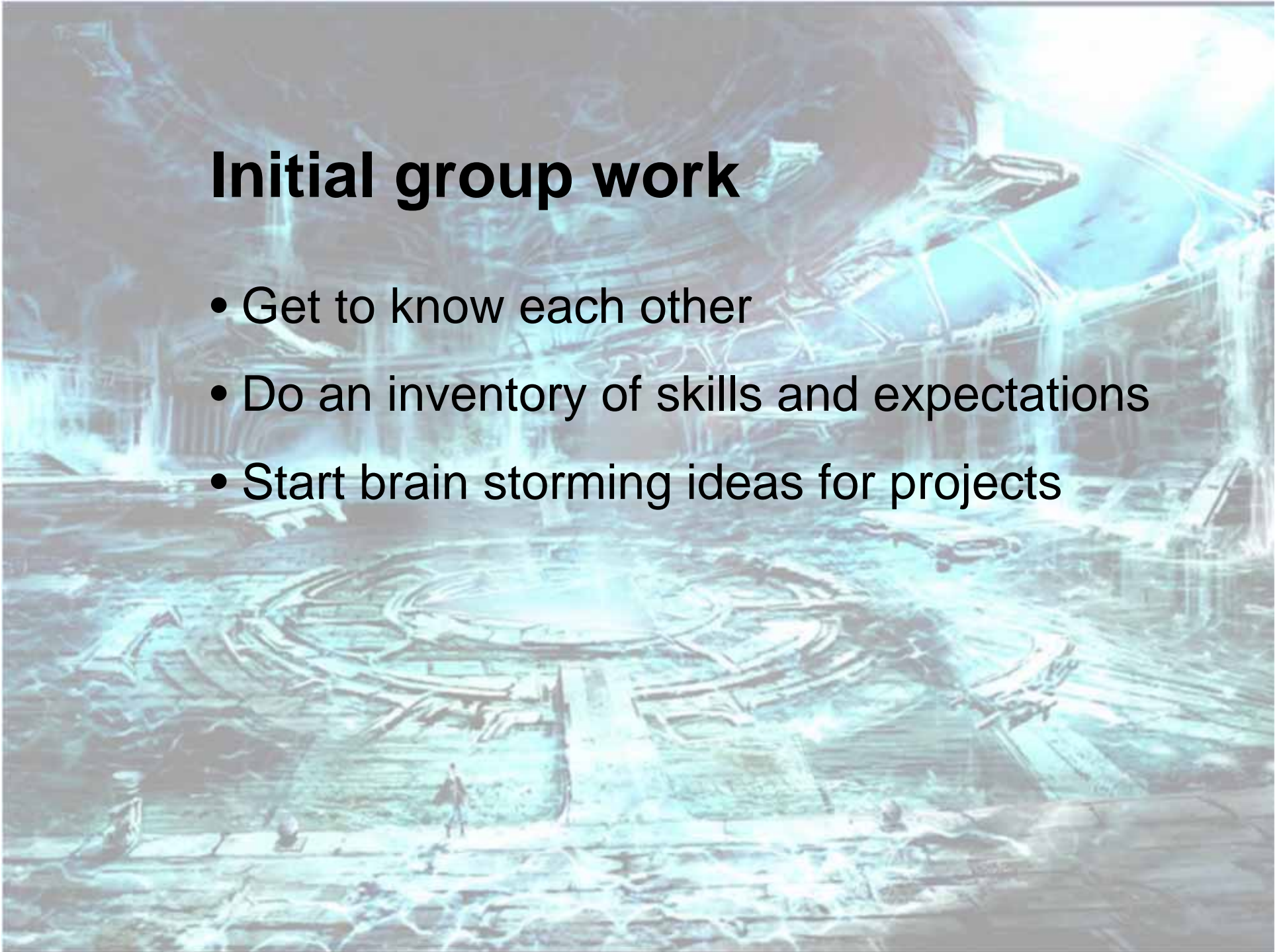
Break!

A dramatic, high-contrast image of a ruined, ancient city. The scene is filled with smoke rising from the ground, suggesting a recent battle or destruction. In the background, there are large, classical-style columns and structures, some of which are partially obscured by the smoke. A bright, intense light source, possibly the sun or a fire, is visible in the upper right corner, casting a strong glow over the scene. The overall atmosphere is one of desolation and power.

**Here are the
groups!**

Initial group work

- Get to know each other
- Do an inventory of skills and expectations
- Start brain storming ideas for projects



Initial group work

- Remember the four dimensions:
 - A clear and concise concept description
 - A well-defined and motivated target group
 - A well-defined and motivated tech platform
 - A valid business plan





For the diary

- What do you hope to get out of the course?
- Do you see yourself working with games in the future?
 - If **yes**, doing what and in which context?
 - If **no**, what will you use the experience of the course for?

Next time

- Thursday, Nov 5, 15-17
 - L: GDD and business case development
 - Groupwork





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