Intro to Game Design

Jeremy Gibson Bond

Jeremy Gibson Bond

- Professional programmer for 7 years

- University professor for 10+ years

- Game Design Faculty at USC School of Cinema & U-M Ann Arbor

- Has worked as a designer, producer, imagineer, and company president

- IndieCade Chair / GDC Speaker

- Independent Developer: ExNinja Interactive LLC

The Art of Game Design
by Jesse Schell

Game
DESIGN
Workshop

A PLAYCENTRIC APPROACH TO CREATING INNOVATIVE GAMES

EDITION

by Tracy Fullerton

with a foreword by Eric Zimmerman

Understand how games work as playable systems

- Rules, procedures, objectives
- Conflict, story, character
- What is a game?
- What makes a compelling play experience?
- Over 200 visuals explaining and illustrating fundamentals

Create your own games

- How to conceptualize original games
- How to prototype and playtest using tools you know — paper or software
- How to conduct iterative design and playability testing
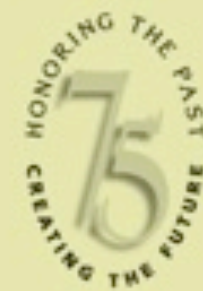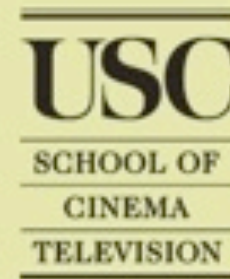- Over 100 easy to follow, hands-on exercises

Pursue your dream in the game industry

- Working with teams
- Development and production
- Pitching original ideas
- Understanding the business of games
- Getting a job

USC
SCHOOL OF
CINEMA
TELEVISION

HONORING THE PAST
75
CREATING THE FUTURE

USC SCHOOL OF CINEMA-TELEVISION
1929-2004

Welcome to GameU!!!

GameU Agenda

- 10-11a – Intro to Game Design & Making the Most of IndieCade

- 11:30a-12:30p – Tools-a-Plenty

- 1-1:30p – NYU: Game School Debate

- 1:45-2:15p – Increasing Diversity in Game Development

- 2:30p-3:30p – Breaking Into the Game Industry

- 4-5p – GameU Keynote: Mattie Brice

Intro to Game Design

- Game Design Theory

- Networking in the Game Industry

Source: Jenova Chen

As of this moment,
you are a game designer.

...and I want you to say it out loud.

I am a game designer.

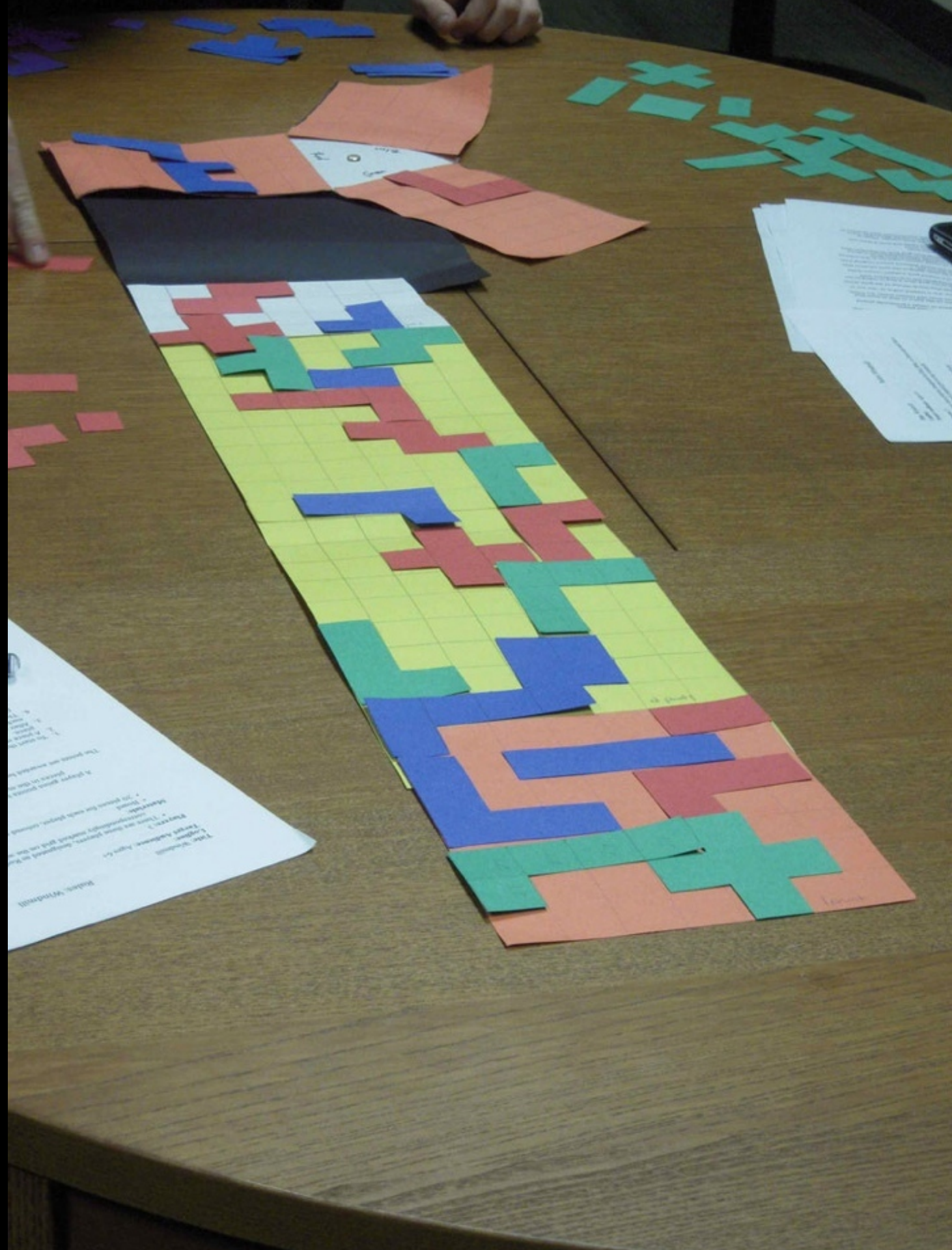I am an <u>experience</u> designer.

Role of the Game Designer

- What is a game designer?
  - Creates the rules of the game
  - Envisions how it will work during play
  - Drafts the documentation to communicate their vision
- The "advocate for the player"
  - Always must design for the player's experience
  - How can you keep the player's experience in mind?
- Lead Playtester

The Summoning

by

Kim Cagney

Skyler Clark

Balaji Rathinasekaran

Derek Tam

Skills a Game Designer Needs

- Break problems down into **systems**

Systems all around us …

THE LEGEND OF ZELDA

A PARKER GAME · AGES 7 to 12 · 2 to 4 PLAYERS · THE BIONIC WOMAN

PAC-MAN GAME · AS MUCH FUN AS THE ACTION-PACKED ARCADE GAME OF THE SAME NAME

WADDINGTON'S **formula 1**

Can You Complete Your Mission Before Zaxxon Zaps You? · Game ZAXXON

JAMES BOND 007 SECRET AGENT GAME · MB

"Goodbye, Mr. Chips" GAME

PARCHEESI Royal Game of India

MILTON THE **MONSTER** GAME · MB

BERZERK GAME · CAN YOU SURVIVE THE FRENZIED ATTACK OF THE ROBOT ARMY? · MB

JUNGLE HUNT Can You Dodge The Mad Monkey And Rescue The Jungle Girl?
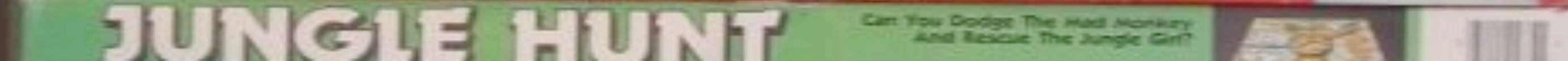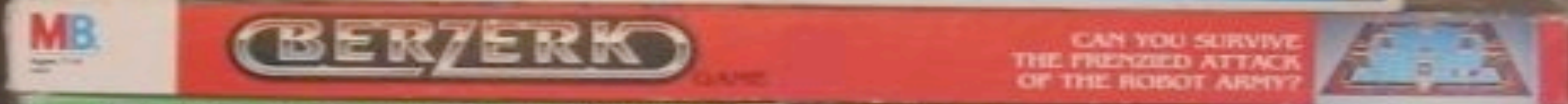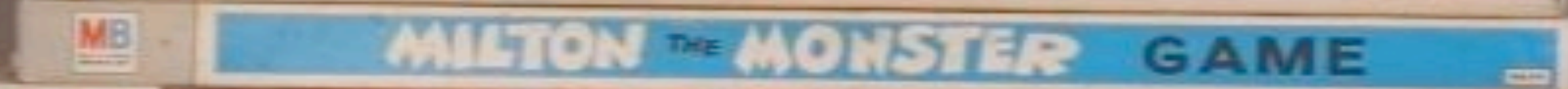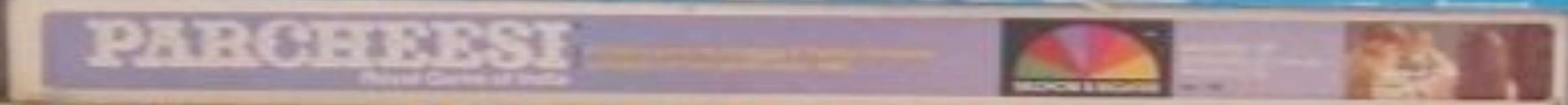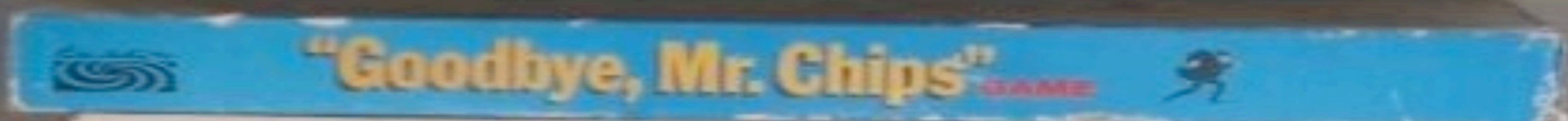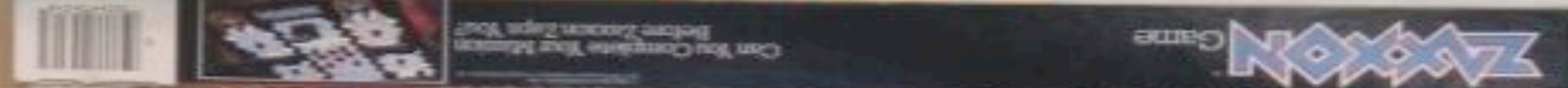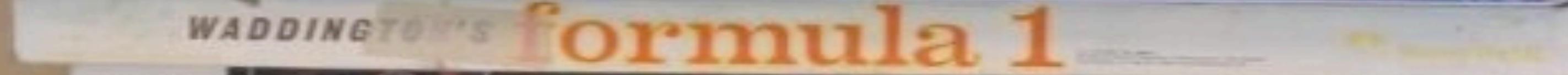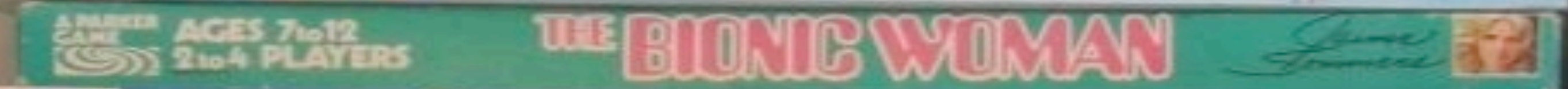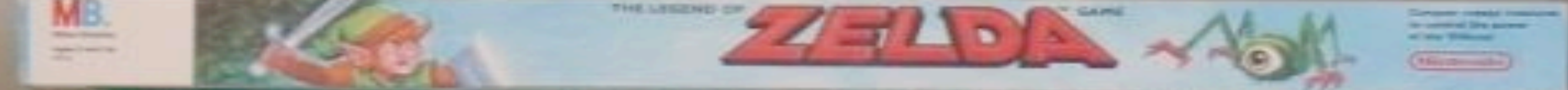
Skills a Game Designer Needs

- Break problems down into **systems**

- **Creative** thinking before **technical** thinking

Skills a Game Designer Needs

- Break problems down into **systems**

- **Creative** thinking before **technical** thinking

- **Communicate** vision to others
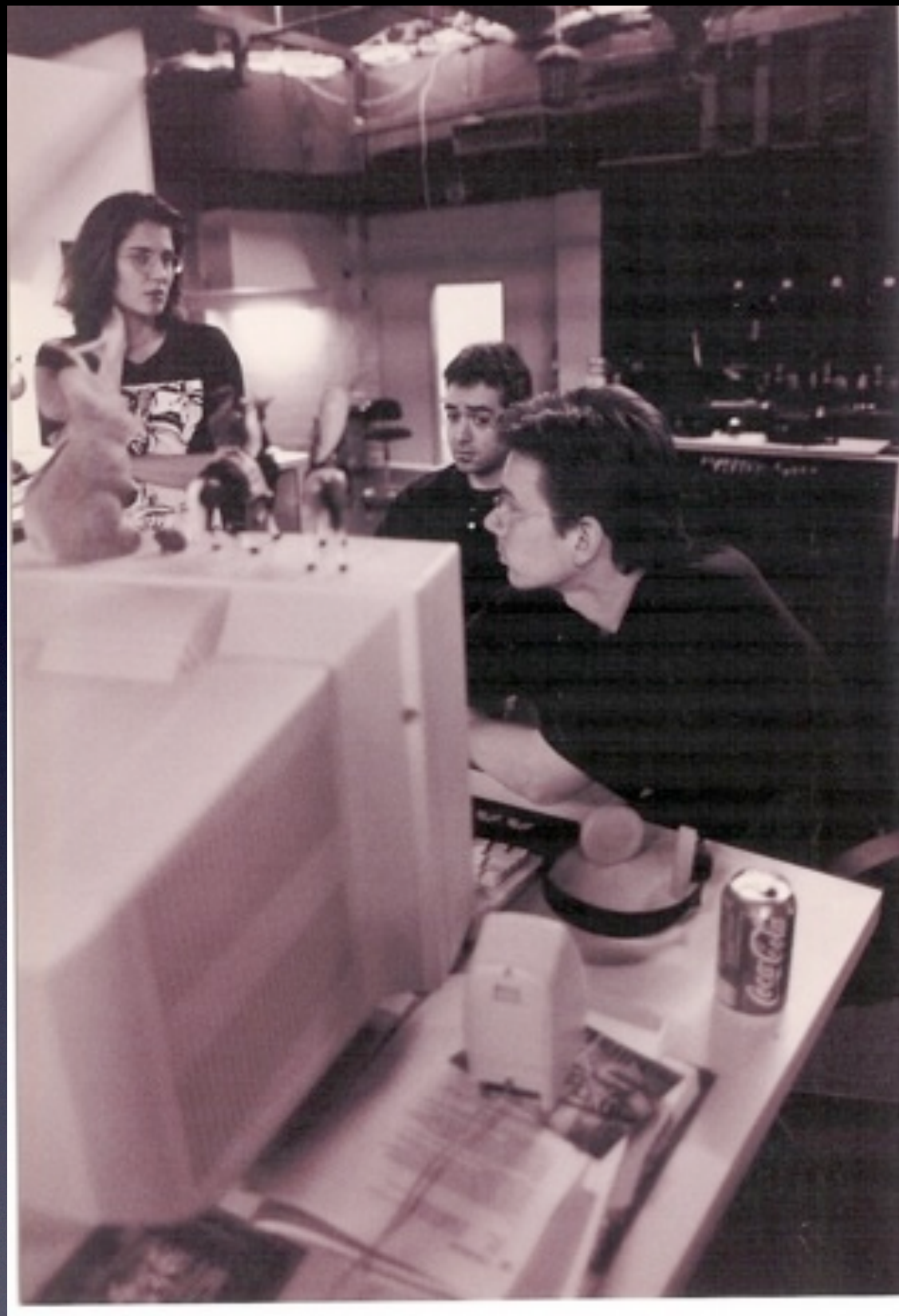
Skills a Game Designer Needs

- Break problems down into **systems**

- **Creative** thinking before **technical** thinking

- **Communicate** vision to others

- Strong Design **Process**

Strong Design Process

Idea → Game

Strong Design Process

Idea ————————— X —————————→ Game

Strong Design Process
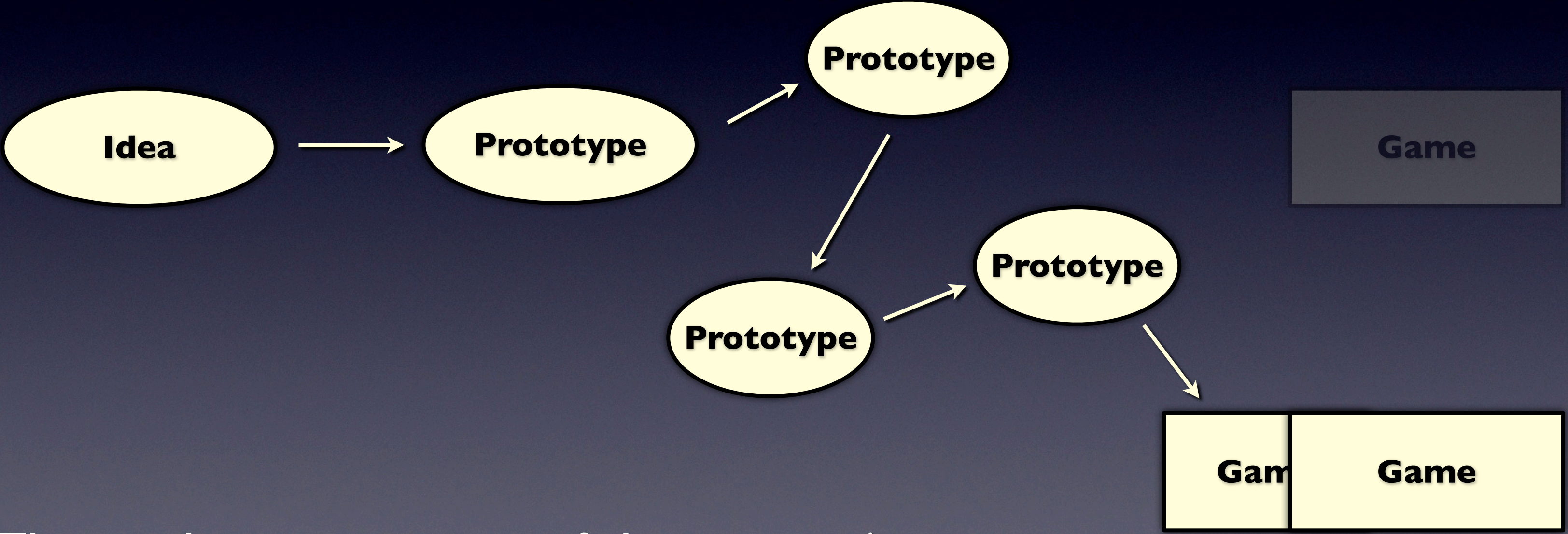
That is the entire point of this session!

Iterative Design Process
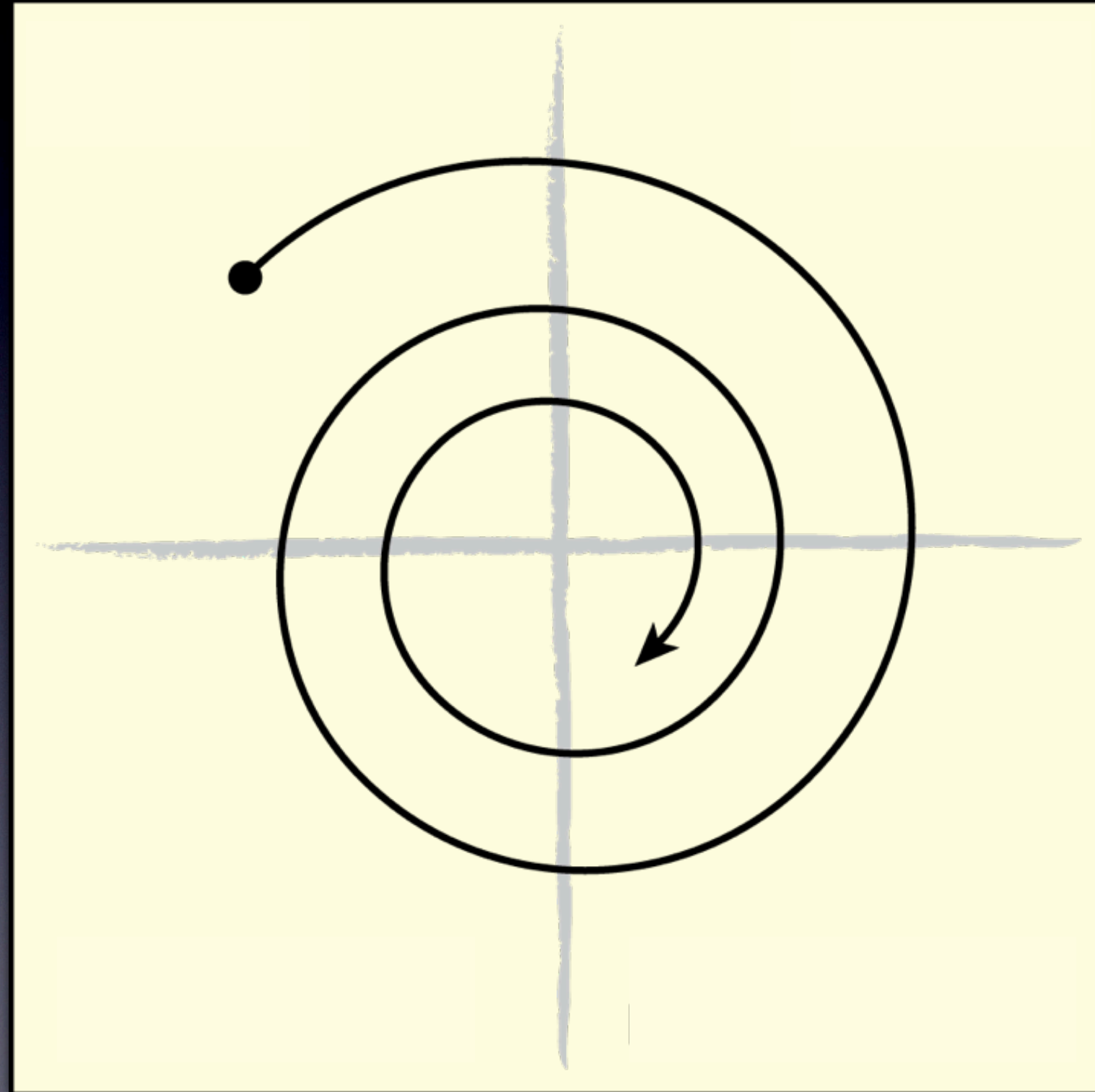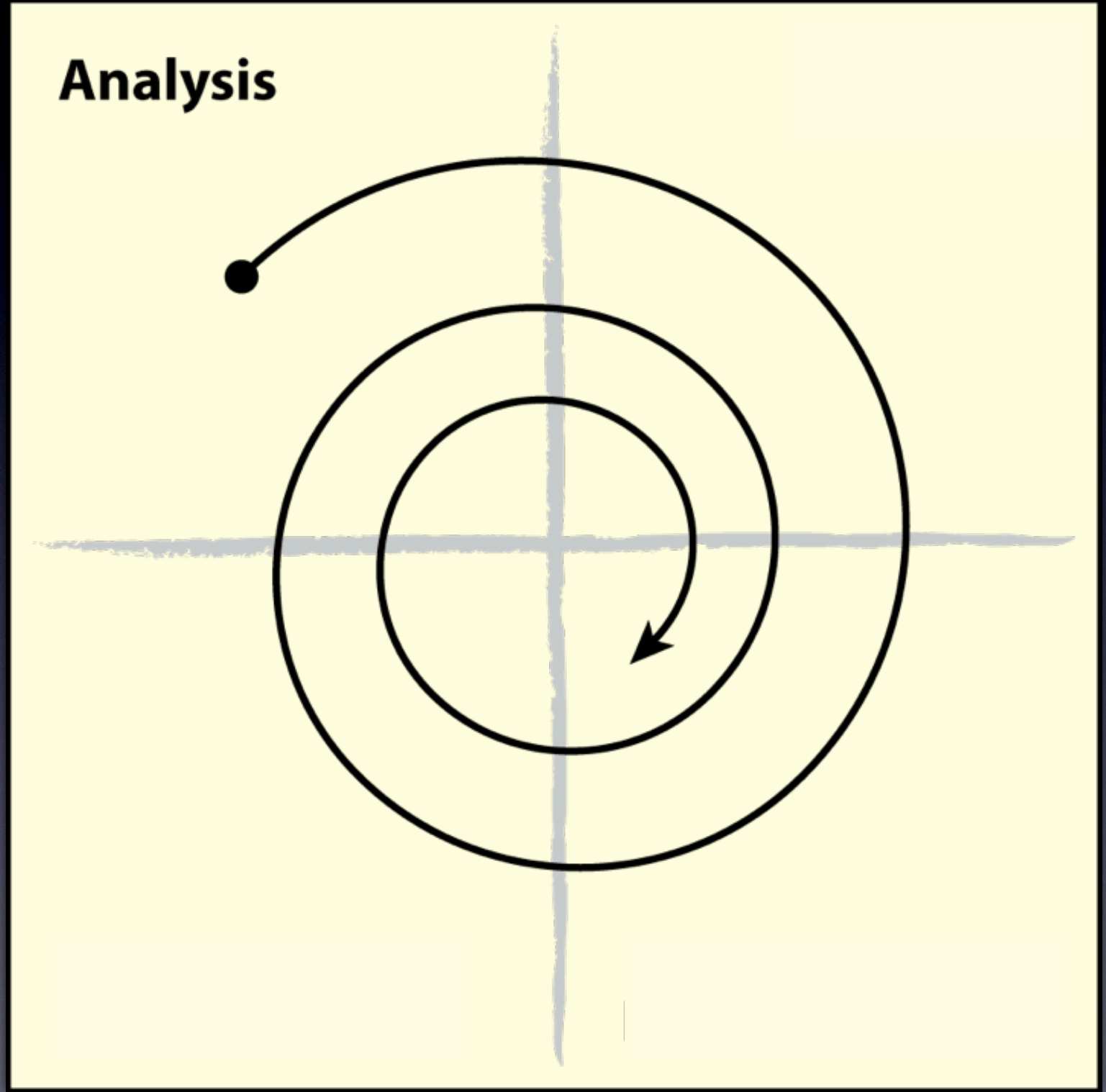
Iterative Design Process

Iterative Design Process

Iterative Design Process

Iterative Design Process

!

Analysis

Design

Testing

Implementation
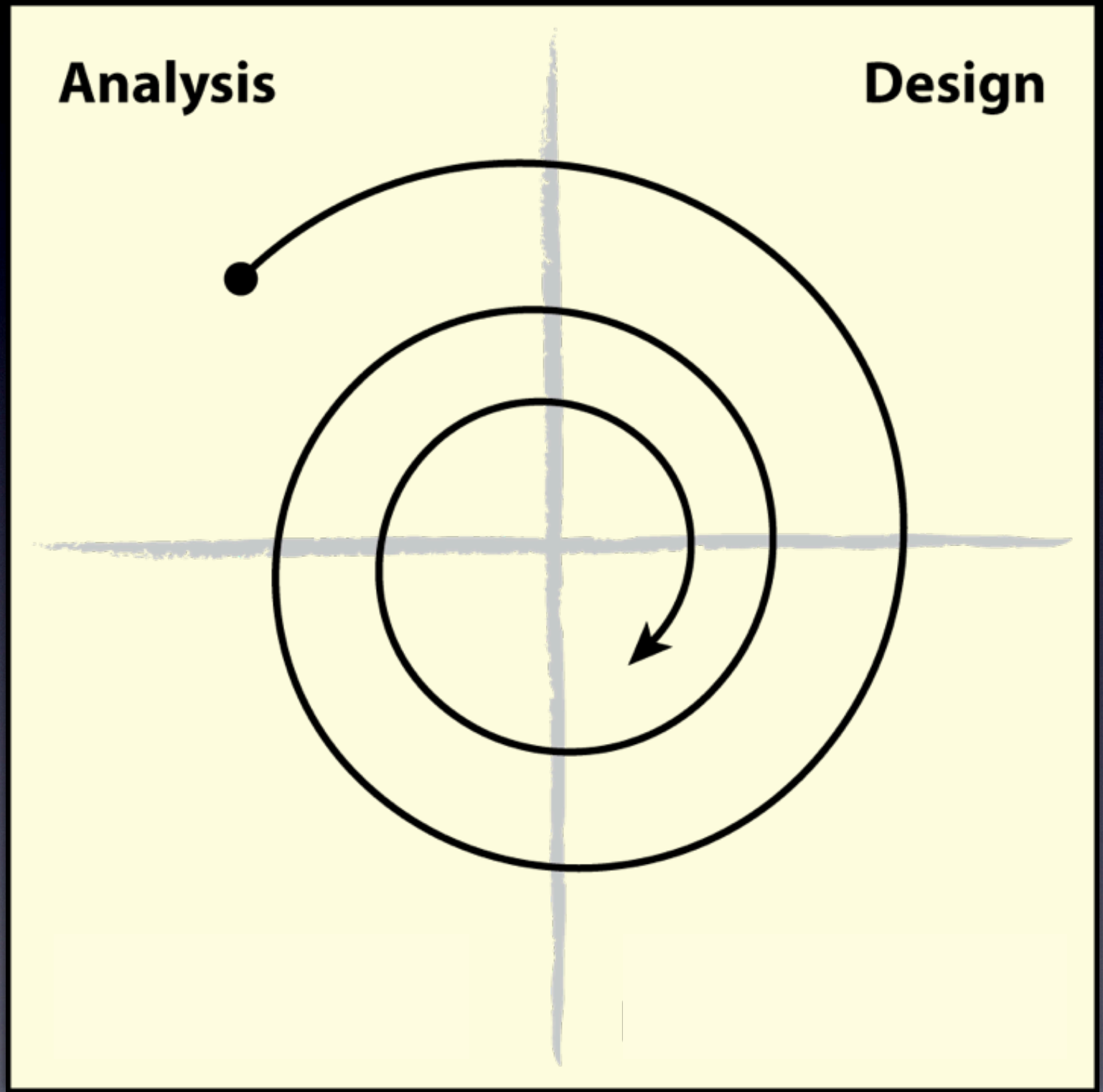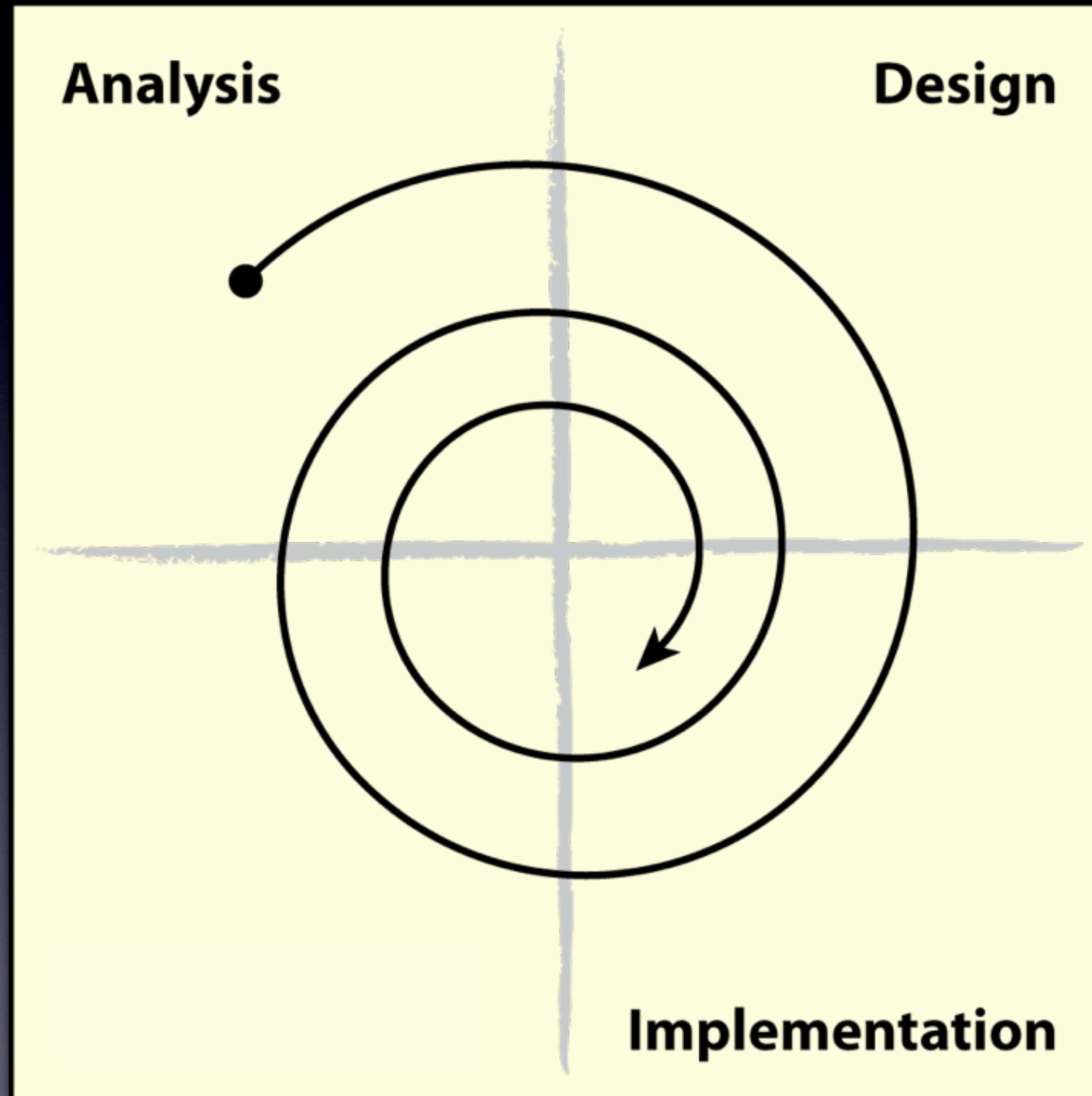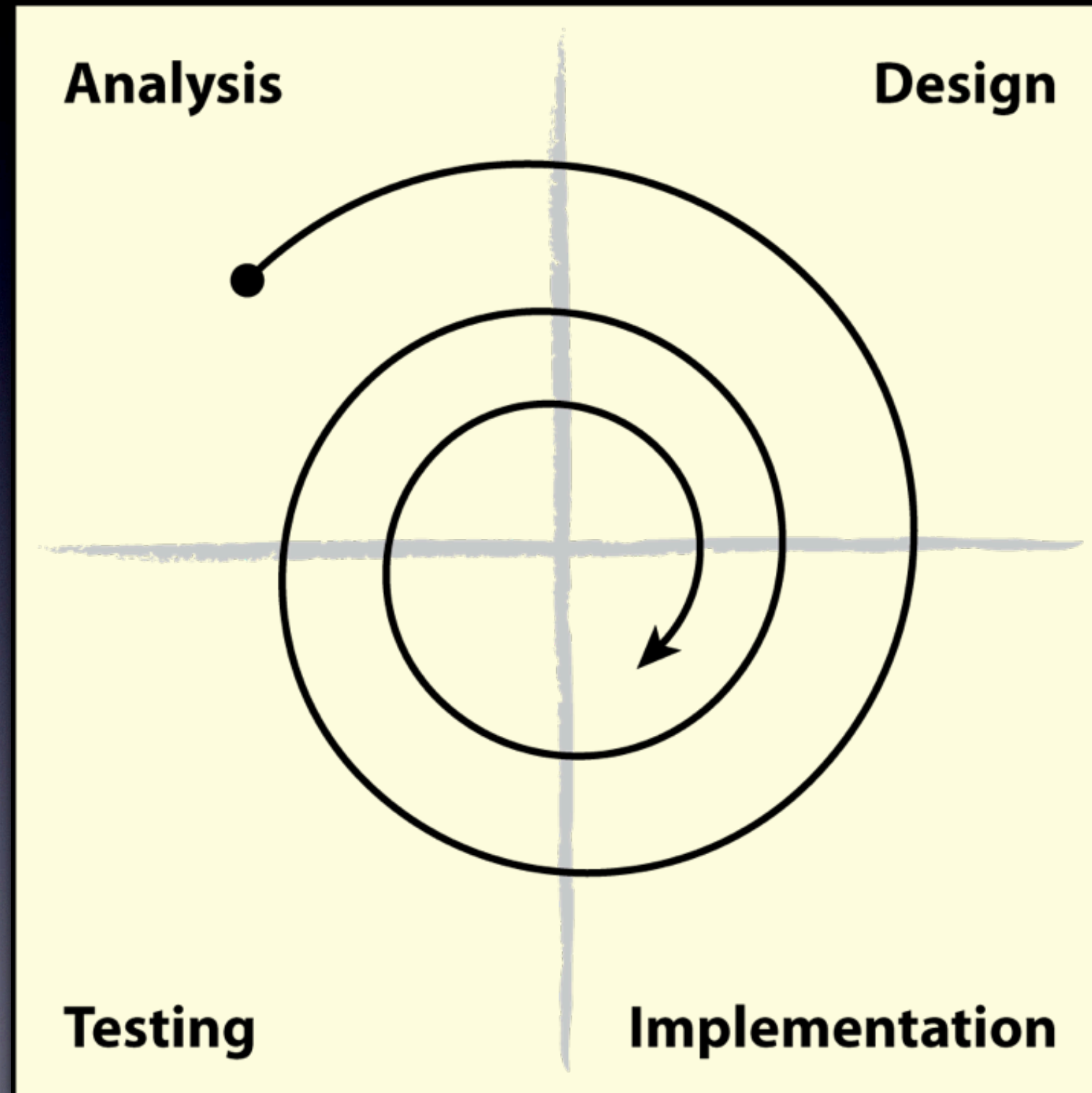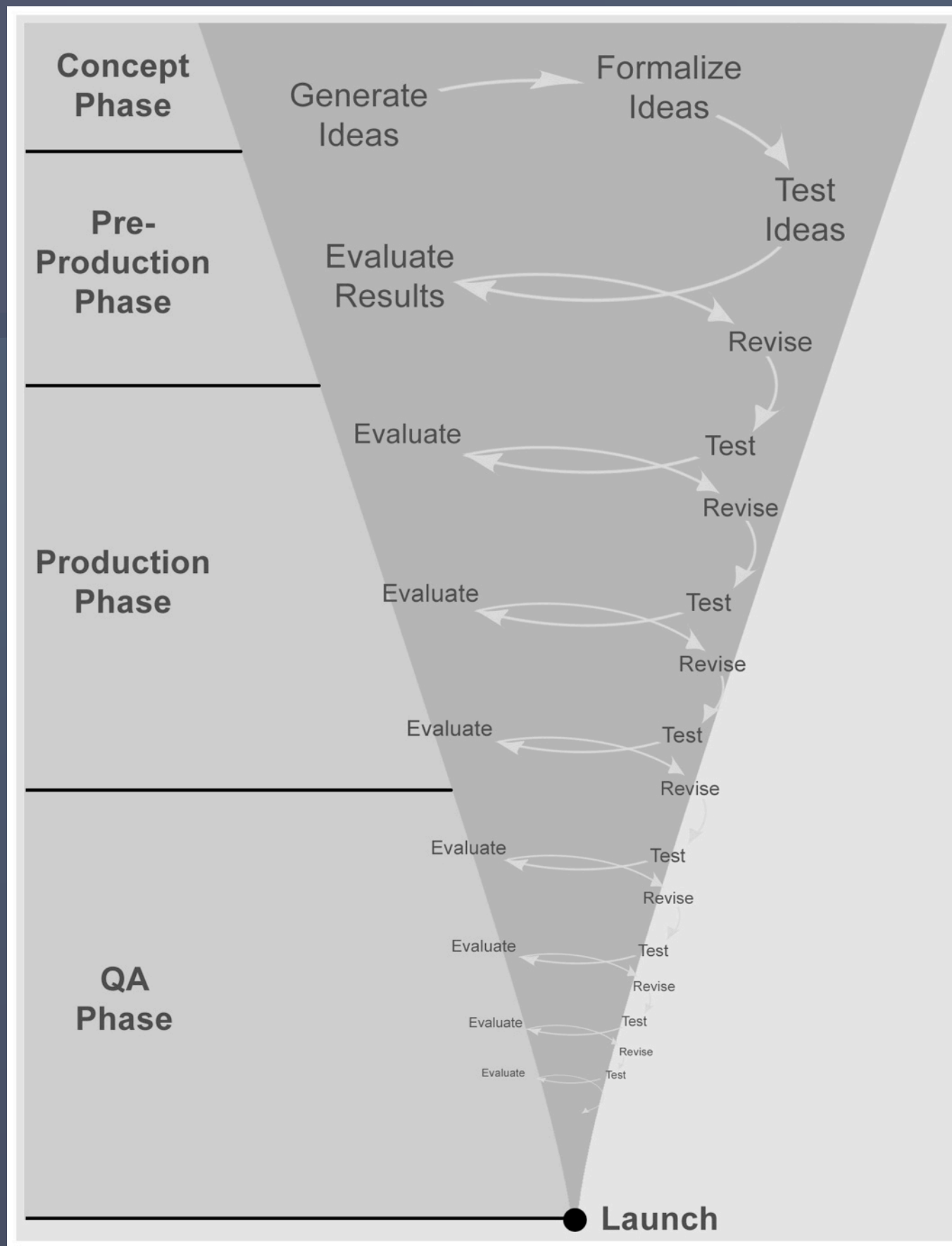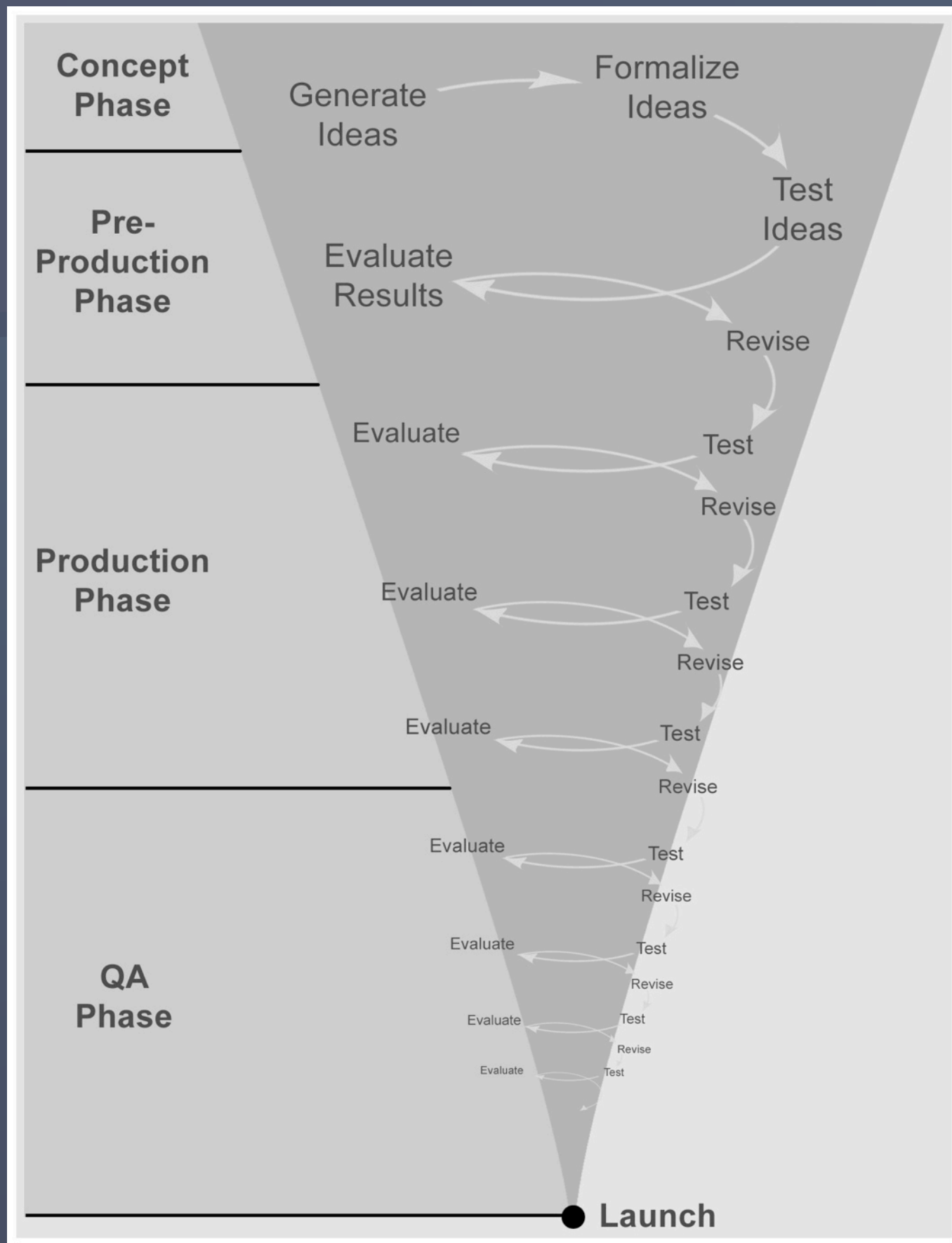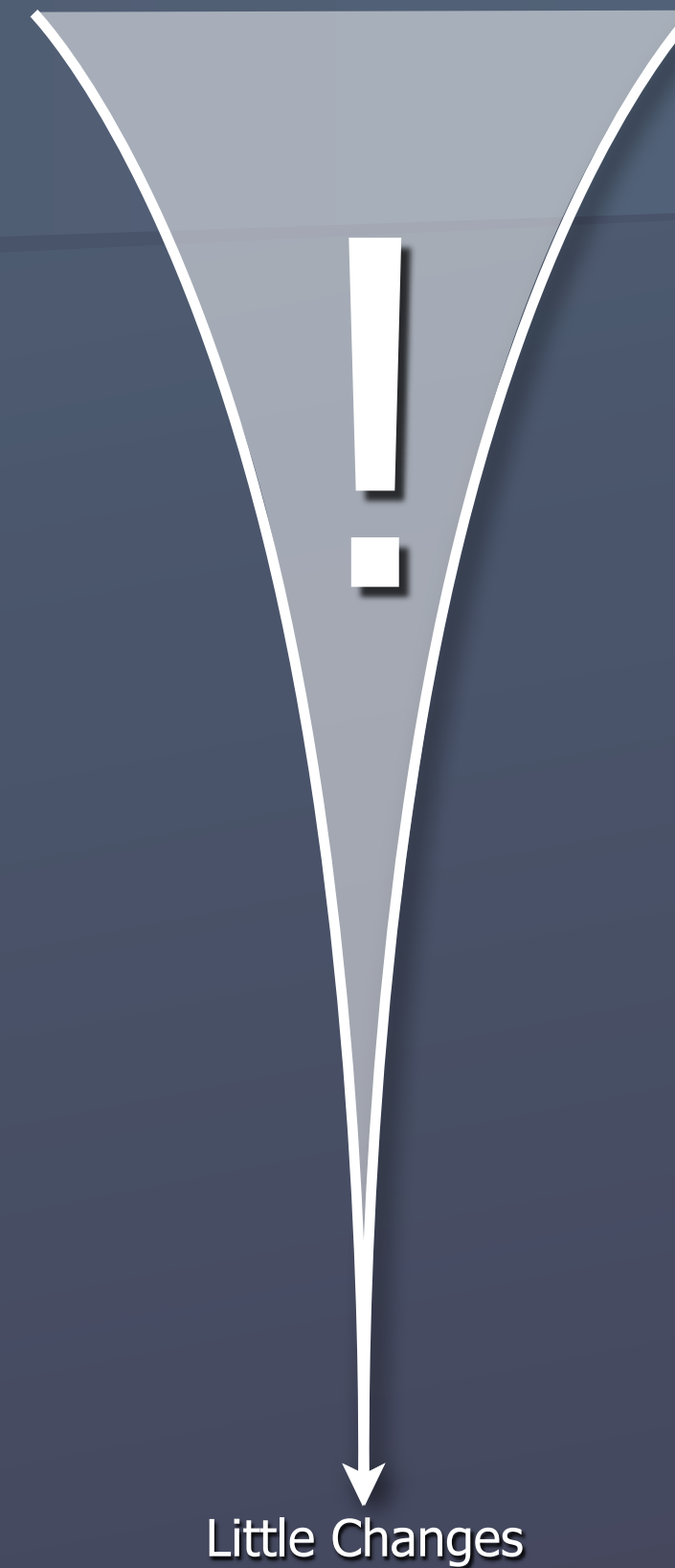
"Game design is 1% inspiration
and 99% iteration."

– Chris Swain

Skills a Game Designer Needs

- Break problems down into **systems**

- **Creative** thinking before **technical** thinking

- **Communicate** vision to others

- Strong Design **Process**

- <u>Ability to **Listen**</u>

The Five Kinds of Listening

- Listen to your **team**.

- Listen to your **audience**.

- Listen to your **game**.

- Listen to your **client**.

- Listen to your **self**.

Thinking Like a Game Designer

- Analyze the games you play

- Think about systems & structures in games and all around you

- Break down these systems and discover their underlying rules

- Think about activities and types of play you enjoy

- Try to integrate your observations into your own games

- Study classic games

- Experiment

Elemental Tetrad
from Jesse Schell
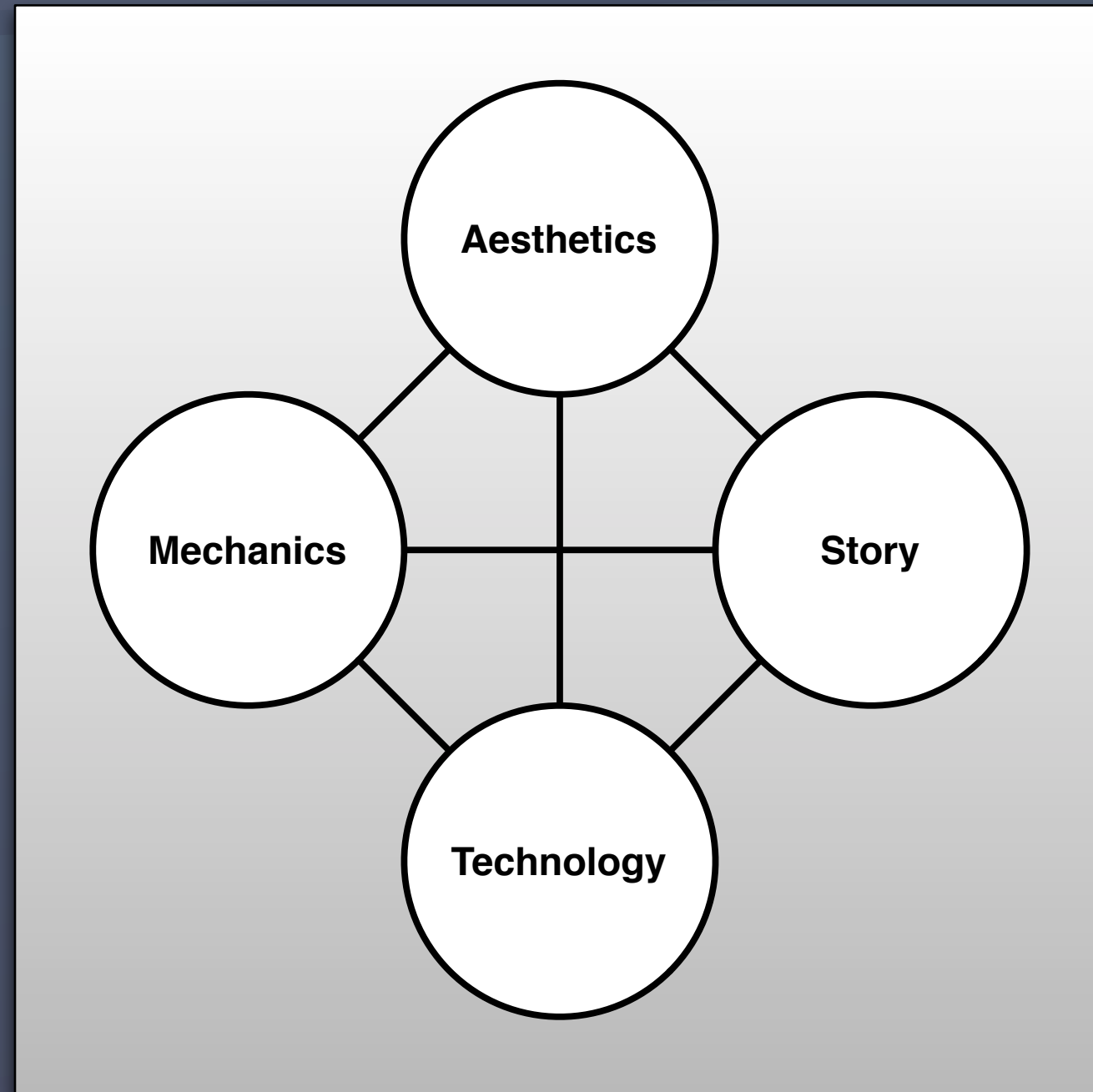
Elemental Tetrad
from Jesse Schell

- **M**echanics – The rules for interaction between the player and the game.

- **A**esthetics – How the game looks, sounds, smells, tastes, and feels.

- **T**echnology – The underlying technology that enables your game.

- **S**tory – The narrative of your game.

Aesthetics

Mechanics

Story

Technology

Expanded Elemental Tetrad

Game Design Workshop Taxonomy

!
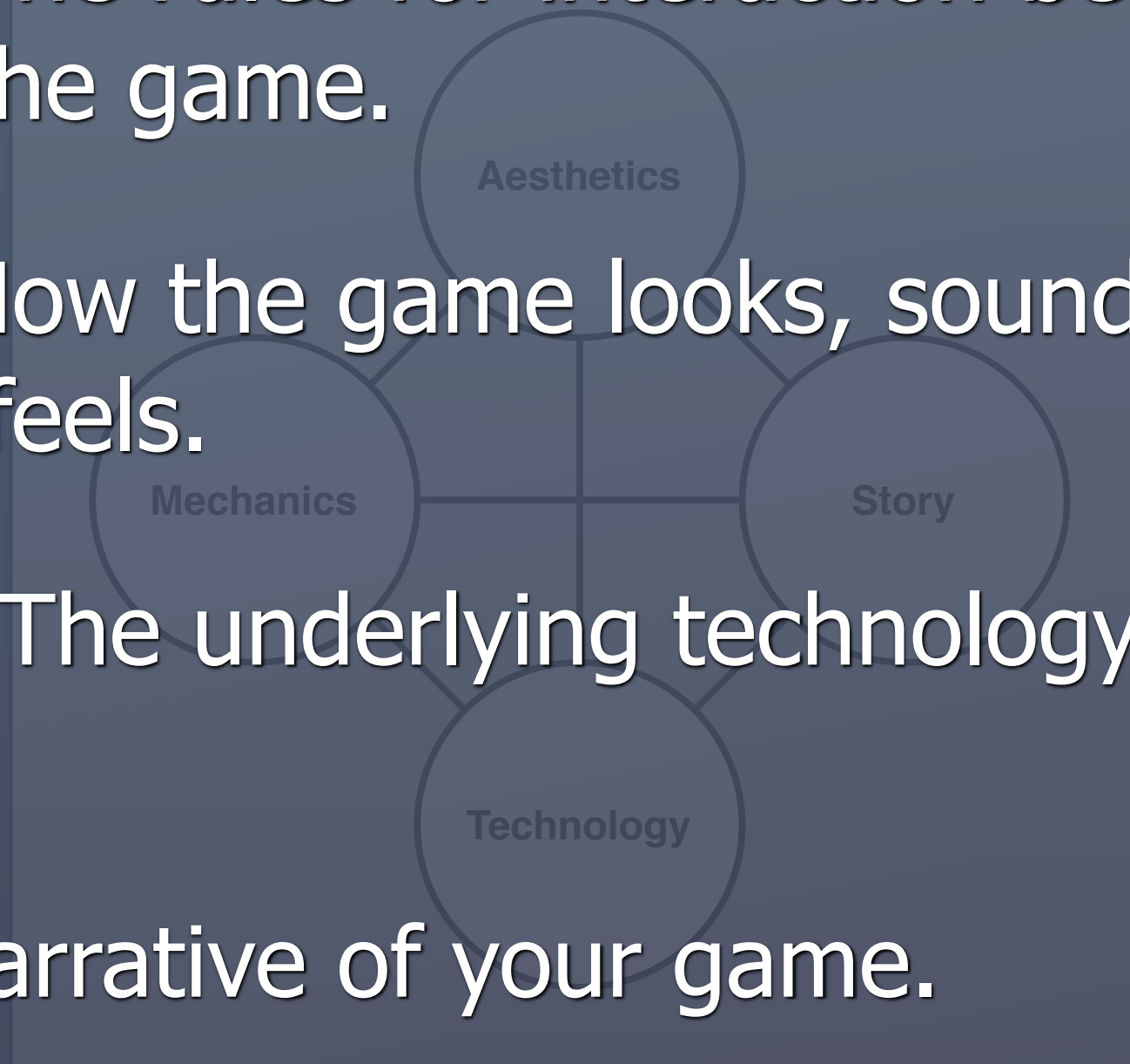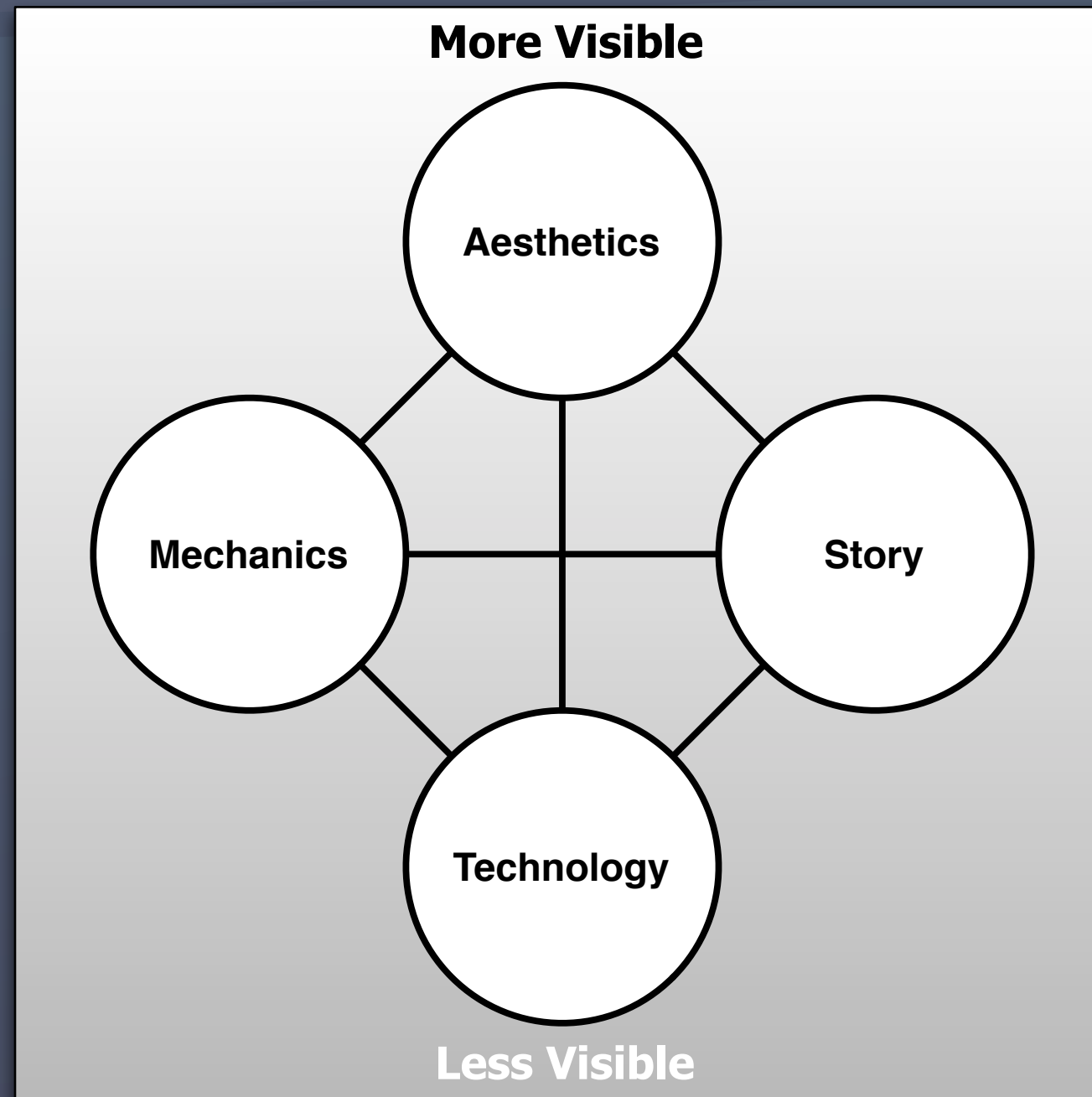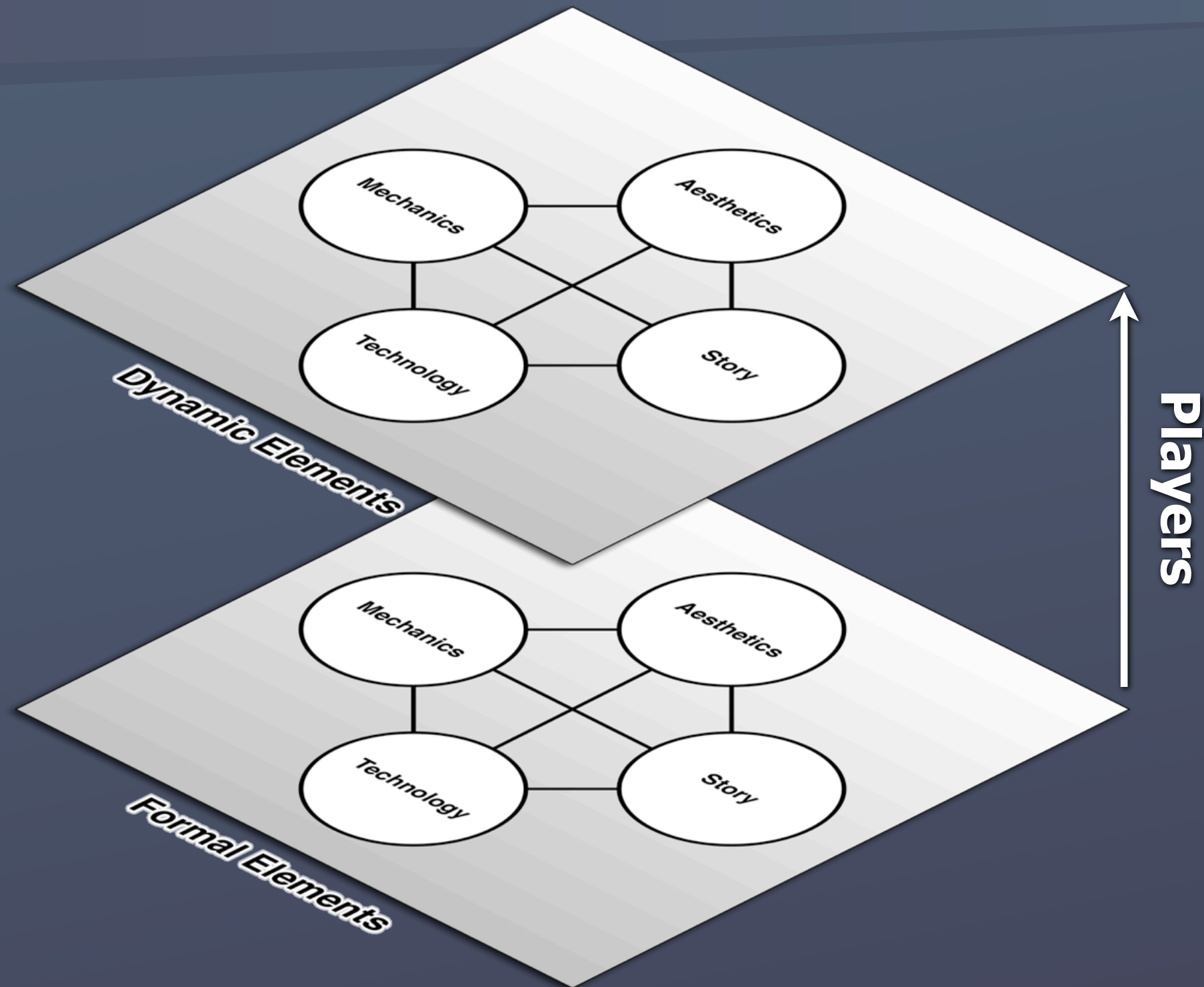
- **Formal Elements** – Everything that comes in the box. The things that are designed and inscribed.

- **Dynamic Elements** – The game when it's being played. The game elements when in contact with players.

Expanded Elemental Tetrad
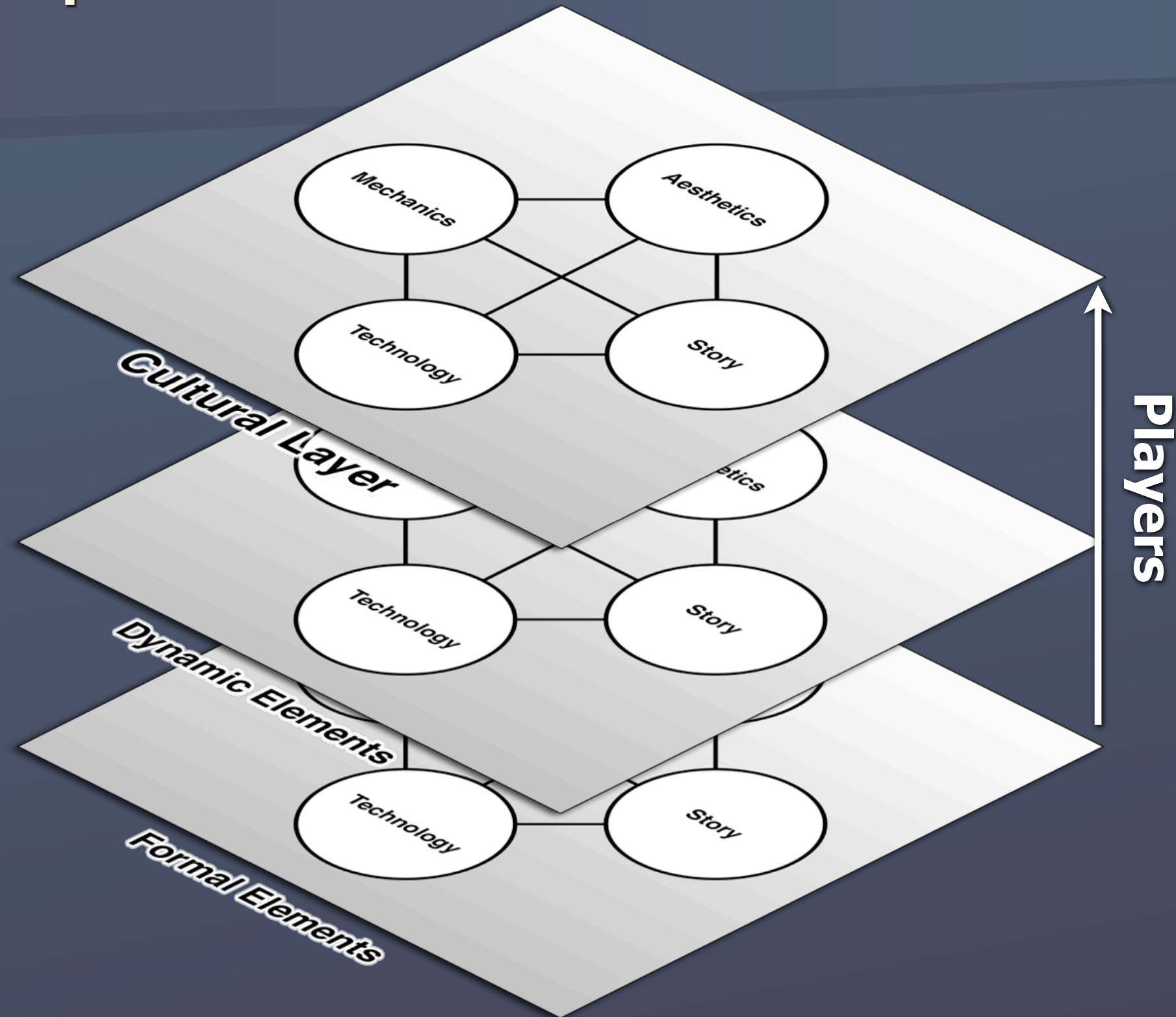
Game Design Workshop Taxonomy

!

- **Formal Elements** – Everything that comes in the box. The things that are designed and inscribed.

- **Dynamic Elements** – The game when it's being played. The game elements when in contact with players.

- **Cultural Elements** – The game when it enters society

Formal Elemental Tetrad

- **M**echanics – The rules for interaction between the player and the game.

- **A**esthetics – How the game looks, sounds, smells, tastes, and feels.

- **T**echnology – The underlying technology that enables your game.

- **S**tory – The narrative of your game.

Dynamic Elemental Tetrad

- **M**echanics – How the players play the game. Strategy / Emergent Behavior.

- **A**esthetics – How the game looks and sounds while playing. Procedural art.

- **T**echnology – Effects to technology during play.

- **S**tory – Emergent narrative.

Cultural Elemental Tetrad

- **M**echanics – Game Mods

- **A**esthetics – Fan Art, Cosplay, etc.

- **T**echnology – Game-pioneered tech

- **S**tory – Fan fiction, Transmedia

Playcentric Design

- **Framework**
  - Mechanics, Aesthetics, Technology, Story
  - Formal, Dynamic, Cultural
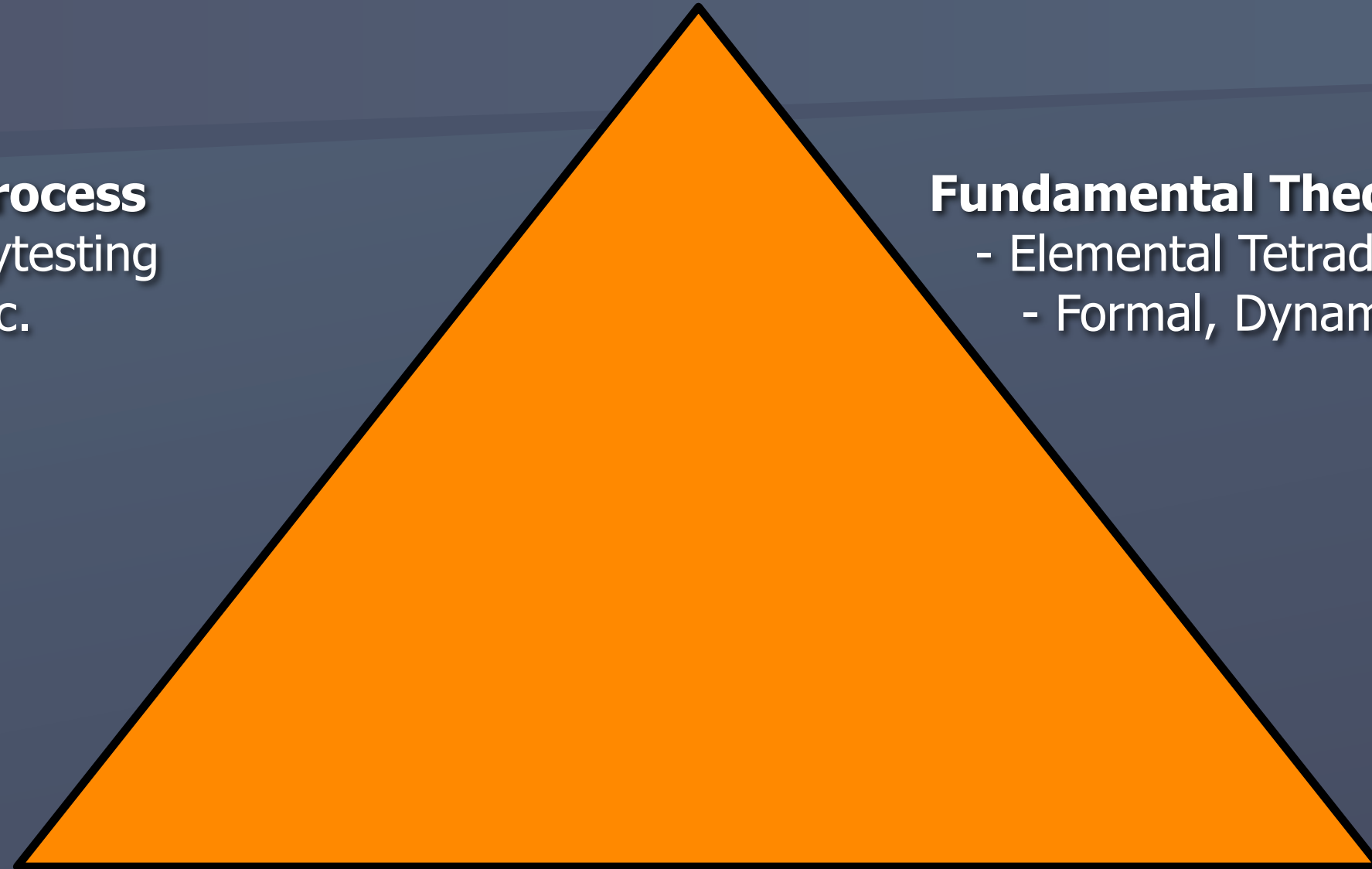
- **Process**
  - Rapid Prototyping + Iterative Design + Good Presentation
  - Agile Methodology / Scrum

Brainstorming
and
Conceptualization

B&C

- Brainstorming is a skill that can be developed through practice
  - Individual techniques
  - Group techniques

Proven Techniques:
Individual Brainstorm

- Research

- Stream of Consciousness

- Idea Tree

- List Creation

- Idea Cards

Research

- Research can:
  - Help you come up with better ideas before a brainstorm.
  - Find out if your ideas are valid after a brainstorm
  - Keep you on track as you work through your ideas

How do you do research?

- Ask questions from client/publisher/experts

- Industry periodicals

- Research companies

- Internet sites

- Store shelves

- Focus groups

- Live an interesting life

- Be curious, seek out new ideas

Getting from "info" to "idea"

- Research sometimes may make you feel like it's all been done.

- Can tend to make you think of ideas like those that are already out there.

- How do you use research to inform your creative process, but not restrict it?

Proven Techniques:
Individual Brainstorm

- Research

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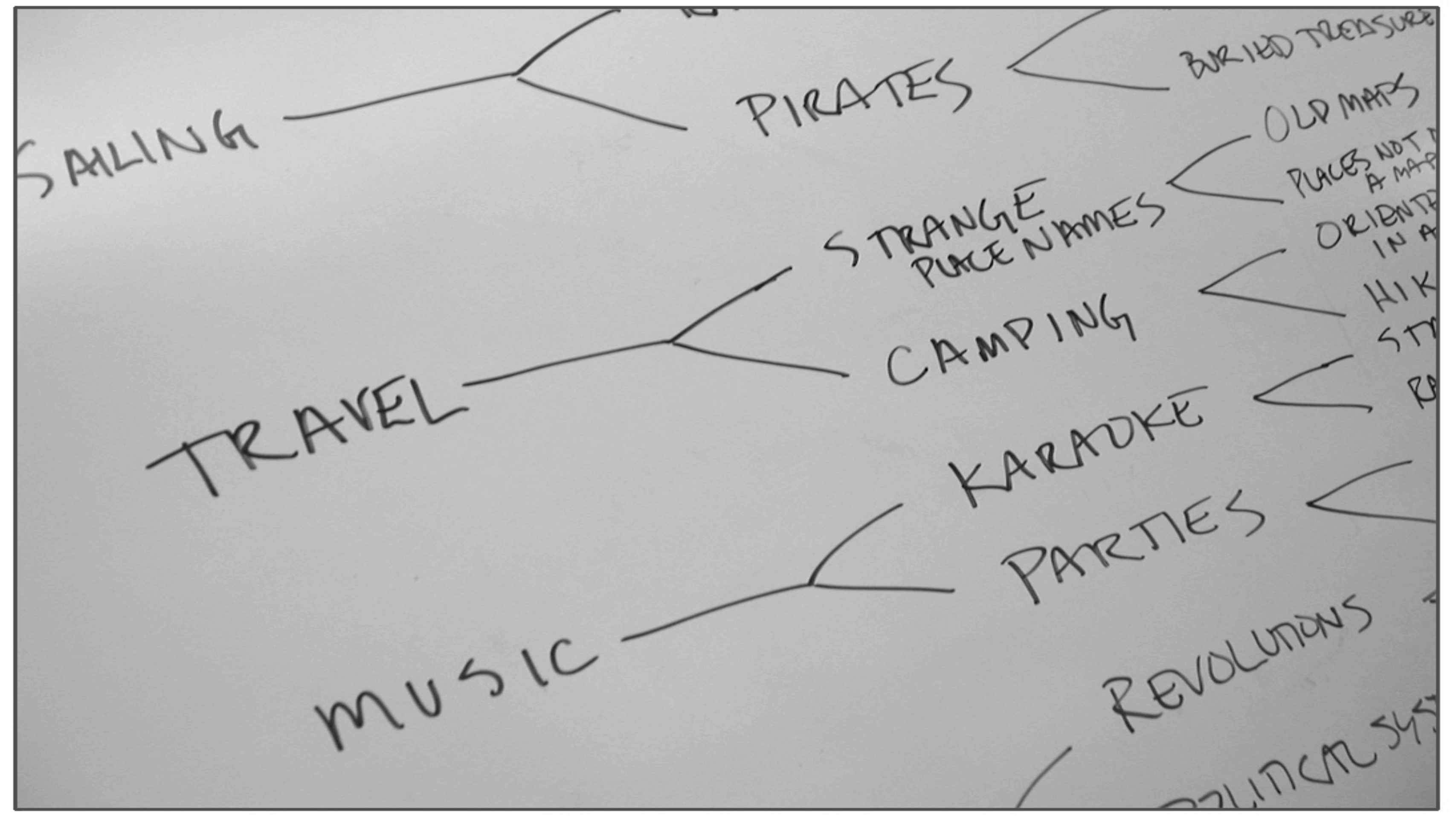
SAILING

PIRATES — BURIED TREASURE

OLD MAPS

PLACES NOT [ON]
A MAP[?]

ORIENT[...]
IN A

STRANGE
PLACE NAMES

TRAVEL

CAMPING

HIK[...]

ST[...]

R[...]

KARAOKE

PARTIES

MUSIC

REVOLUTIONS

[PO]LITICAL SYS[...]

- And now for a quick aside about innovation…

THE MEDICI EFFECT

Breakthrough Insights at the Intersection of Ideas, Concepts & Cultures

Two kinds of innovation...

- **Directional**
  - Improves in predictable steps
  - Pros: Easier to get funding for and easier to do in corporations
  - Cons: Less spectacular payoff

- **Intersectional**
  - Leaps in new directions
  - Pros: Potential explosion
  - Cons: Much harder to pull off

Collectibles

Card Games
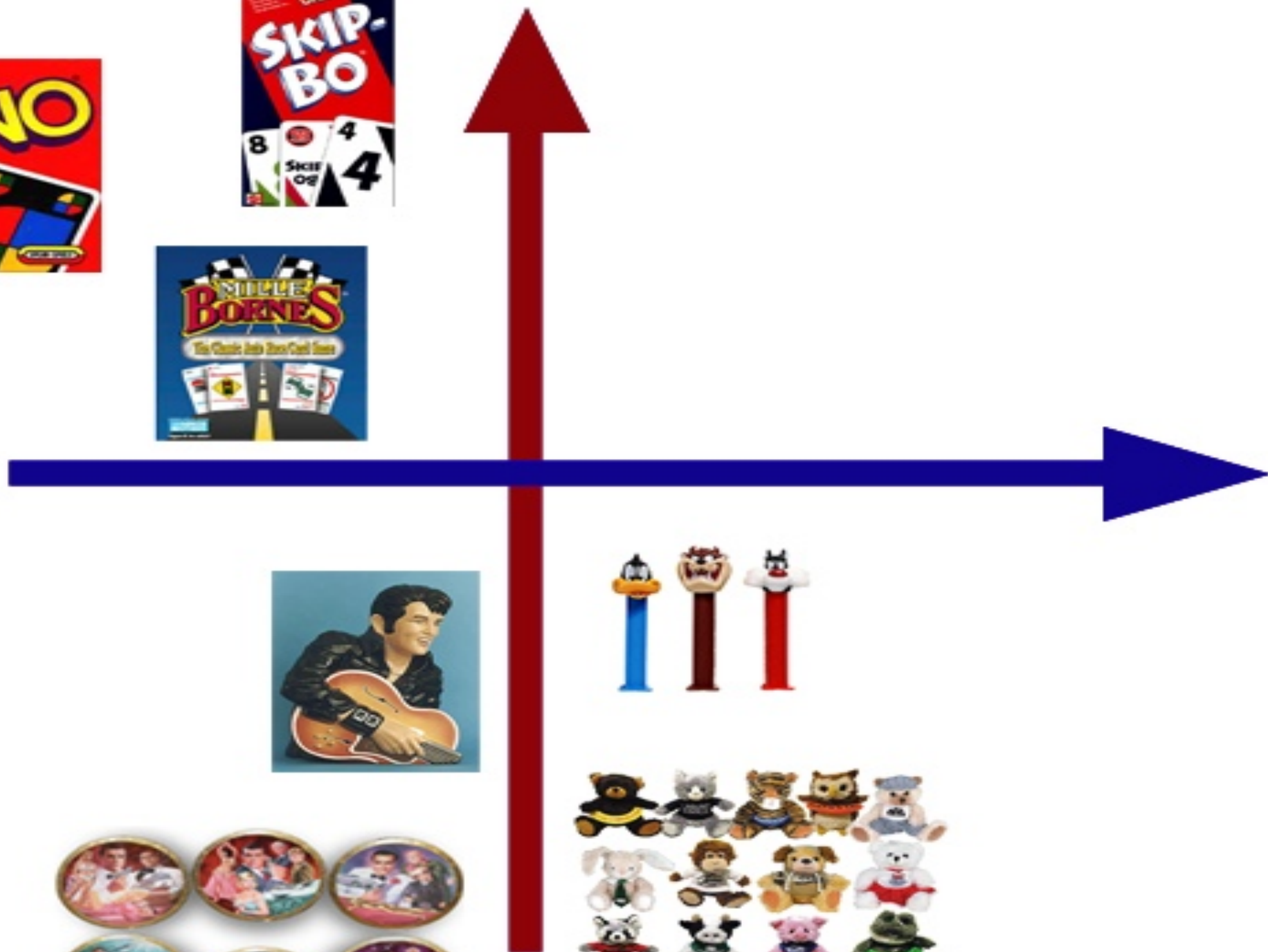
Collectibles

Card Games

Collectible Card Games

Collectibles

Collectible Card Games

Real-time Action

Turn-Based Strategy
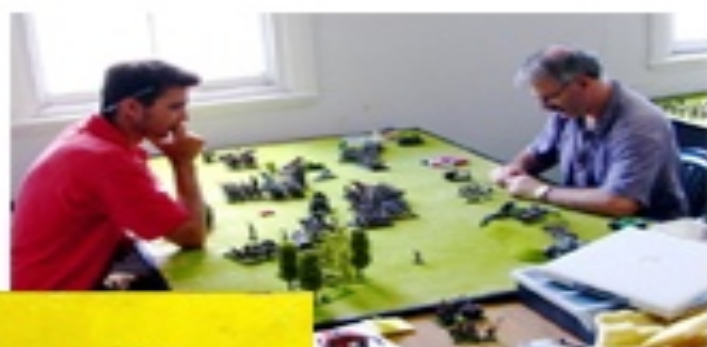
Real-time Action

Turn-Based Strategy

Real-time Strategy

Real-time Action

Real-time Strategy

GAME OF THE YEAR

Dawn OF WAR

STARCRAFT

WARCRAFT

BATTLE FOR MIDDLE-EARTH

ANNIHILATION

WARCRAFT II

COMMAND & CONQUER GENERALS

RED ALERT

COMMAND & CONQUER

WARCRAFT

MENTAT OPTIONS Credits

?
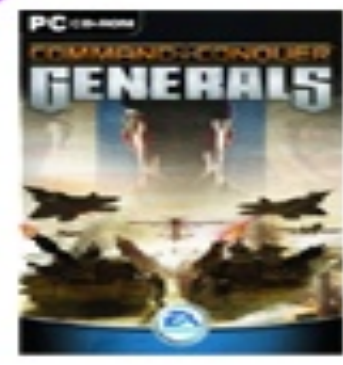
Real-time Strategy

Break Down the Barriers

- Associative barriers inhibit creativity

- To free yourself from them…

  - Expose yourself to a range of cultures

  - Learn differently - self-directed learning about a field is valuable

  - Reverse assumptions

  - Try on Different Perspectives

"The best way to get a good idea
is to generate a lot of ideas."

– Linus Pauling

Quantity of ideas leads to Quality of ideas

- The most successful innovators produce an incredible number of ideas

  - Best predictor of who will win the Nobel prize is the number of items published

  - Best papers (e.g. biggest breakthroughs) in scientific careers coincide with periods of most publishing activity

  - Likewise worst papers (e.g. total flops) happen during the same periods

  - These points apply to all fields – best way to make a hit in any field is to produce lots of work

"Lucid, analytical—and scary."
—Dr. Andrew S. Grove
Chairman and CEO, Intel Corporation

Revised, Updated, and with a New Chapter.

The Innovator's Dilemma

When New Technologies Cause Great Firms to Fail

Key Points

- Disruptive technologies or innovations are innovations that <u>upset the existing "order of things"</u> in a particular industry.

- The usual process is a <u>lower-end innovation that appeals to customers who are not served by the current market</u>. With time, because the capacity/performance of the innovation exceeds the market's needs, the innovation comes to displace the market incumbents.

Key Points

■ Incumbents generally don't react to disruptive innovations until it's too late, because they don't represent an interesting market, being low end and often low cost.

■ One successful strategy might be to hive off a separate "company within a company" that is responsible for the firm's response to the disruptive technology. A smaller, more nimble organization is better placed to work in the initially smaller and less lucrative market that the innovation is creating.

The Innovator's Dilemma

Where have we seen this displacement happen in our industry?

Facebook

Additional Points

- Vast majority of successful new ventures abandoned their original business strategies once they tested what wouldn't work in the market

- The dominant difference between successful ventures and failed ones is conservation of resources to iterate on strategies
  - You may need 3+ tries

- Difficult to convince investors that your failures are key to your eventual success

Outline

- **Meeting People in the Industry**
- **Following Up**
- **Interviewing**
- **Presenting Yourself**
- **After the Interview**
- **What You Can Do Right Now**

A Few Caveats

All of this is **just my opinion**

You need to **use your own judgement**

Everything is on a **case-by-case basis**

A lot of this will **seem** obvious

Meeting People in the Industry

#1 Way to Meet Game Developers

- Attend **IndieCade!**

Congratulations!!!

#1 Way to Meet Game Developers

- **But being at IndieCade only really means that you're <u>around</u> game developers.**

You need to walk up and say "Hi"

But you need to pick the right time

The WRONG Times to Say Hello

- When They're Talking With Friends

- When They're Obviously Busy

- When They're Covertly Busy

- When You Don't Have Something to Bring to the Conversation

The Right Times to Say Hello

- **When They're Working A Booth**
  - **Plus:** They're a captive audience!
  - **Plus:** They're there to talk to people!
  - **Minus:** They've been a captive audience all day

- **After their talk**
  - **Plus:** Many great developers will be speakers
  - **Plus:** You have something to talk about
  - **Minus:** So does everyone else

The Right Times to Say Hello

- **At an IndieCade Party**

  - **Plus:** They might actually have time to talk

  - **Plus:** They're there to talk to people!

  - **Minus:** They might not be there to talk to you

The Very Best Time to Say Hello

- **When Someone Introduces You**

  - **Plus:** You've got an in!

  - **Plus:** You've got something in common!

  - **Caveat:** Someone is vouching for you

    - Do **NOT** make them look bad

  - **Seriously, <u>DO NOT MAKE THEM LOOK BAD!</u>**

The Right Times to Say Hello

- **In All of these Cases, you want to:**

  - Be **Courteous**

  - Be **Concise**

  - Demonstrate **Respect for Others**

  - **Don't** be a Foamer

  - Be Excited to Meet **Everyone**

  - **Have Something to Bring to the Table**

The Right Times to Say Hello

- **And all of this is because:**
  - People are **Perceptive**
  - People have **Long Memories**

Be Courteous

You don't need to say "sir" or "ma'am"

But you also shouldn't use their first name until they've given it to you

Be polite and pay attention to body language

Be Concise

- **Game Developers are Very Busy People**

  - **Introduce yourself**
  - **Say what you want to say**
  - **Don't trap anyone**

Demonstrate Respect for Others

- **Treat others as you would like to be treated**

- **Everyone behind you in line also wants to meet the person you're talking to**

- **And the person you're talking to knows this**

Don't be a Foamer

Walt Disney Imagineering
(well, not really)

Don't be a Foamer

You **don't** want to say **"I'm a huge fan!"**

You **<u>really don't</u>** want to say
"I used to love this series, but it's been all down hill since..."

It's better to say something like
"I really enjoyed playing..."

Don't be a Foamer

Meeting LeVar Burton

Star Trek: TNG
1987 – 1994

Reading Rainbow
1983 – 2009

Two Kinds of Networkers

- **Great Networkers**
  - Find **common interests**
  - Develop **relationships**
  - Get **job offers**

- **Great Connectors**
  - Find common interests **between others**
  - Develop relationships **for others**
  - Get job offers **for other people**

You Should Be Happy To Meet Everyone

It's great to meet Will Wright

It's actually even better meet the
next Will Wright

Talk to **Students**!

Talk to **Volunteers**!

Then **introduce them to Others**.

INDIE
CADE
International Festival of Independent Games

Have Something to Bring to the Table

- **Not meeting Jessica Chobot**
  - **Reporter for IGN**
  - **Could do a story on USC's program**
  - **Also a beautiful woman**
  - **I saw her at PAX**
  - **She was alone and bored**
  - **But I had nothing to bring to the table**
  - **So I didn't say hi**

Have Something to Bring to the Table

- **What can you bring to the table?**

  - Your **energy**

  - Your **passion**

  - Your **fresh perspective**

  - **You**

  - **Common Interests**

What Else Should You Bring?

Business Cards
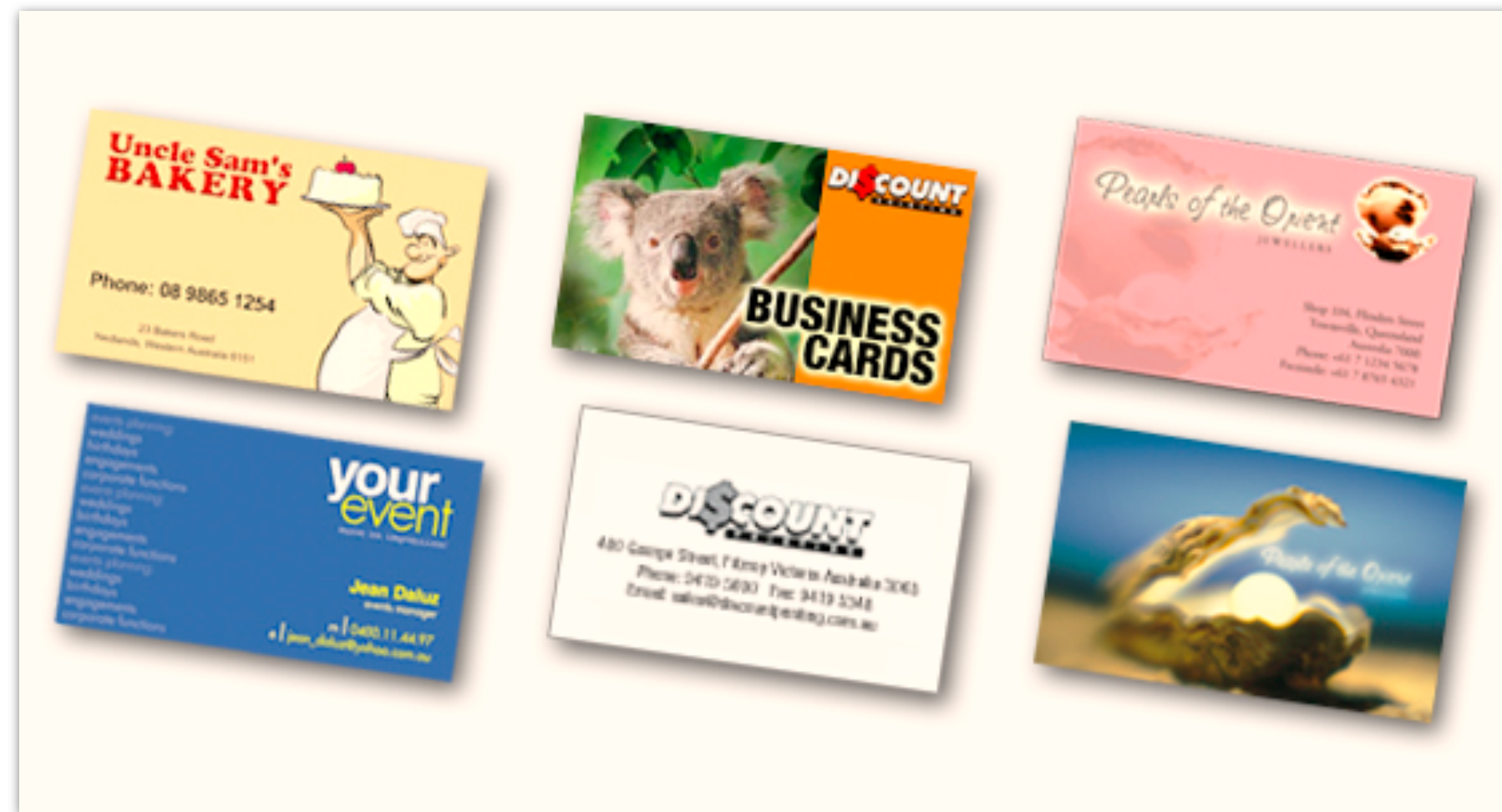
There are a lot of cool things you
can do with the front of a card

Business Cards

But there is only **ONE** thing you
should do with the back of a card
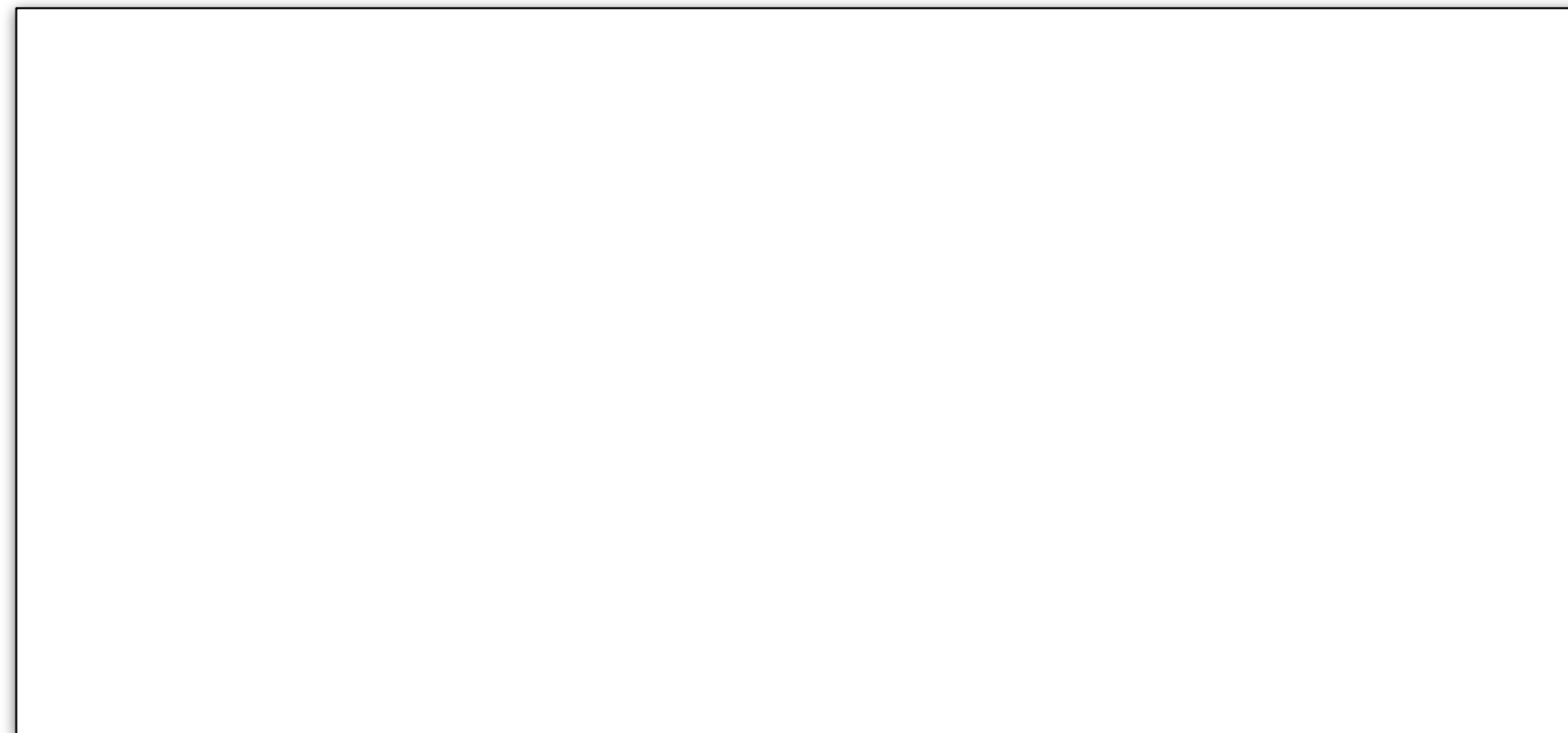
**Because people need to write on the back of
business cards**

Resumé

Let's take a look at mine.

Jeremy R. Gibson, M.E.T.
3760 Sawtelle Blvd. #204, Los Angeles, CA 90066
(512) 659-8624. jrgibson@gmail.com

Recent Professional Consulting Experience

Game Designer, Walt Disney Imagineering, *Fantasy Land expansion at Disney World.*   Fall, 2012

Visiting Academic Leader, Tecnológico de Monterrey, Mexico, *Game Prototyping.*   August, 2012

Game Design Lecturer. Institute for Digital Performing Arts, Costa Rica   Summer, 2011 & 2012

Cred.fm - *Helped this startup refine their product, game design, and procedures.*   Summer, 2011

Selected Educational Work Experience

Assistant Professor of Cinema Practice - University of Southern California.   August, 2009 - Present
Duties: Faculty of the Interactive Media Division of the School of Cinematic Arts. Design and teach several classes in game design and prototyping. Advise and serve on the thesis committees of several MFA students. Teach the world's first class to create interactive experiences for the Microsoft Kinect. Faculty advisor for the M.E.G.A. (Makers of Entertaining Games Association) student group.
Reference: Tracy Fullerton, Department Chair, Interactive Media Division. tfullerton@cinema.usc.edu

Visiting Associate Professor - Great Northern Way Campus.   September, 2008 - June, 2009
Duties: Advised student projects & co-taught Game Design. Developed an online grad curriculum.
Reference: Patrick Pennefather, Senior Lecturer. patrickpfather@gmail.com

Adjunct Professor/Course Designer – Austin Community College.   Fall, 2004 - Summer, 2005
Duties: Worked with Harvey Smith to create the curriculum for the design branch of the Video Game Development Program at Austin Community College. Designed and taught Game Design 1 and Interactive Writing 1 & 2.
Reference: Bob McGoldrick, Coordinator/PMP. rmcgoldr@austincc.edu (512) 223-7662

Adjunct Professor – Texas State University, San Marcos.   Spring, 2000 – Fall, 2002
Duties: Instructor / Course Designer of ARTC 3307: Introduction to New Media and ARTC 4308: Collaborative New Media Creation. Classes were upper division courses in the Communication Design Program, a technologically-mediated branch of the Art Department.
Reference: Mark Todd, Faculty Lead of Communication Design Program. (512) 245-2611

Relevant Professional Work Experience

Associate Producer - Electronic Arts/Pogo.com.   June, 2007 - September, 2008
Duties: Producer & game designer for Crazy Cakes and designer/prototyper for Mini Golf Madness.
Managers: Rich Cooluris rcooluris@ea.com, Dan Fiden dan.fiden@signiavc.com

Business Associate (Intern) - Walt Disney Imagineering.   January, 2007 - June, 2007
Duties: Developed several new ideas, pitches, and prototypes for park attractions.
References: Brent Strong Brent.D.Strong@Disney.com, Ken Neville Ken.Neville@Disney.com

Game Design Intern on Spore - Electronic Arts / Maxis.   Summer, 2006
Duties: A designer on the initial prototyping & concepting team for the Nintendo DS version. Also developed prototypes to explore interface design challenges for the PC creature editor.
References: Jenova Chen jenova@thatgamecompany.com, Chaim Gingold cgingold@maxis.com

Developer - frog design, inc.   September, 2004 - August, 2005
Duties: Lead developer on several projects. One was featured at CES 2005.
Reference: Mason Hale, Director of Tech. mason.hale@frogdesign.com (512) 477-3764

President / Co-Founder - Digital Mercenaries, Inc.   April, 2001 - August, 2003
Duties: President/Co-Owner of an online education, gaming, and entertainment company. Clients included Electronic Arts, Fusion Learning Systems, and Holt, Rinehart & Winston.
References: Mike Wabschall, Partner. mwabschall@yahoo.com (512) 698-6401

Lead Programmer / Tech Specialist - Human Code / Sapient, Inc.   August, 1999 - March, 2001
Duties: Various projects including a kiosk for EPCOT Center. Game design and writing for pitches.
Reference: Troy Whitlock, Former Design Director. twhitlock@ea.com (650) 628-5677

Jeremy R. Gibson, M.E.T.

3760 Sawtelle Blvd. #204, Los Angeles, CA 90066

(512) 659-8624. jrgibson@gmail.com

Recent Professional Consulting Experience

Game Designer, Walt Disney Imagineering, *Fantasy Land expansion at Disney World.*   Fall, 2012

Visiting Academic Leader, Tecnológico de Monterrey, Mexico, *Game Prototyping.*   August, 2012

Game Design Lecturer. Institute for Digital Performing Arts, Costa Rica   Summer, 2011 & 2012

Cred.fm - *Helped this startup refine their product, game design, and procedures.*   Summer, 2011

Selected Educational Work Experience

Assistant Professor of Cinema Practice - University of Southern California.   August, 2009 - Present
Duties: Faculty of the Interactive Media Division of the School of Cinematic Arts. Design and teach several classes in game design and prototyping. Advise and serve on the thesis committees of several MFA students. Teach the world's first class to create interactive experiences for the Microsoft Kinect. Faculty advisor for the M.E.G.A. (Makers of Entertaining Games Association) student group.
Reference: Tracy Fullerton, Department Chair, Interactive Media Division. tfullerton@cinema.usc.edu

Visiting Associate Professor - Great Northern Way Campus.   September, 2008 - June, 2009
Duties: Advised student projects & co-taught Game Design. Developed an online grad curriculum.
Reference: Patrick Pennefather, Senior Lecturer. patrickpfather@gmail.com

Adjunct Professor/Course Designer – Austin Community College.   Fall, 2004 - Summer, 2005
Duties: Worked with Harvey Smith to create the curriculum for the design branch of the Video Game Development Program at Austin Community College. Designed and taught Game Design 1

Design Program, a technologically-mediated branch of the Art Department.
Reference: Mark Todd, Faculty Lead of Communication Design Program. (512) 245-2611

Relevant Professional Work Experience

Associate Producer - Electronic Arts/Pogo.com.   June, 2007 - September, 2008
Duties: Producer & game designer for Crazy Cakes and designer/prototyper for Mini Golf Madness.
Managers: Rich Cooluris rcooluris@ea.com, Dan Fiden dan.fiden@signiavc.com

Business Associate (Intern) - Walt Disney Imagineering.   January, 2007 - June, 2007
Duties: Developed several new ideas, pitches, and prototypes for park attractions.
References: Brent Strong Brent.D.Strong@Disney.com, Ken Neville Ken.Neville@Disney.com

Game Design Intern on Spore - Electronic Arts / Maxis.   Summer, 2006
Duties: A designer on the initial prototyping & concepting team for the Nintendo DS version. Also developed prototypes to explore interface design challenges for the PC creature editor.
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Developer - frog design, inc.   September, 2004 - August, 2005
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I Carry A Few Strange Things With Me

Mints

Tape Measure

Pocket Tool

Totem

Toothpicks

What is a Totem?

- **Definition of Totem:**
  - **An animal, plant, or natural object serving as the emblem of a clan or family**

- **An Object which carries meaning**
  - **Because meaning is powerful**

Following Up

When Should You Follow Up?

- **Try writing an email about a week or two after the conference.**

Because they are generally flooded with emails right after the show.

How Should You Follow Up?

Hi John, (or Hello Mr. Doe,)

Who Are You?

We met a couple of weeks ago after your talk on _____. I know you met a number of people then, so I was the one who _____. We talked about _____.

I've been continually impressed by the work that your studio has done, and I was wondering if there was someone there that I could talk to about an internship.

The Ask

How Should You Follow Up?

Concise

Thank you very much for your time and for a great talk.

— Jeremy Gibson Bond

Full Name

Jeremy Gibson Bond

jeremy@exninja.com

http://exninja.com

Link to Portfolio

What if They Don't Get Back to You?

Wait another couple weeks

Then write them only one more time

Interviewing

You've Got an Interview...
Now What?

Preparation

Preparation

- **Questions to Answer:**
  - **What would my job be?**
  - **On which project would I be working?**
  - **What is the company culture?**

- **And you absolutely MUST play some games made by that studio**

- **If it is available, it is <u>unforgivable</u> to have not played the game you're being interviewed for**

An Often Overlooked Question

What would be appropriate to wear?

Presenting Yourself

What to Wear

Please, don't wear khakis

What to Wear

Wear something that makes you feel comfortable.

Wear something that makes <u>them</u> feel comfortable.

What to Wear

Again, this is just <u>my</u> opinion

For Everyone:

- **Your clothes should fit**
- **You might need to iron**
- **You want to look professional**
- **Don't wear a tie**
- **No scraggly facial hair** (I was asked to add this)
- **You're not going out to a club**
- **You're not going to a nice dinner**

Do the Clothes "Make the Man"?

Obviously, you're being evaluated
on your **merits**

But, you're also being evaluated
on your **presentability**

Additionally, **costuming can influence
attitude and behavior**

Influencing Behavior

You can do several things to inspire confidence in yourself:

- Clean your home

- Go shopping for clothes with someone
  you think is stylish

- Get a hair cut

- Stand up straight

Attitude

Attitude is a **huge** part of
presenting yourself well

But, it's not just **actual** attitude

It's also **perceived** attitude

Attitude Perception Pitfalls

You do **not** want to be perceived as:

Arrogant

Entitled

Anti-Social

Attitude Perception Pitfalls

If you have a really close friend,
you can ask them:

**Do I sometimes do things that could
be perceived as arrogant?**

But only a **very** good friend
will answer you honestly.

What Do I Do After the Interview?

Hand-Written Thank You Notes

When was the last time you received a hand-written letter in the mail?

Hand-Written Thank You Notes

Each month, I get

1,000+ Emails

50+ Printed Letters

<1 Hand-Written Letter

Hand-Written Thank You Notes

Just like in game design:

Because they are **rare**

They are **special**

INDIE
CADE
International Festival of Independent Games

Hand-Written Thank You Notes

And people **keep** them

Do you see how rare they are?

Hand-Written Thank You Notes

Hand-written letters are **never** spam.

Caveat: Hand-written letters can be stalking.

What Can You Do Now?

#1 Best Thing You Can Do

Make A Game

Make A Game

Find a **Team**

Find an Inspiring **Idea**

Start Making Something

Make A Game

**There has never been an easier time
to make a game!!!**

Unity is Free

Corona is Free

Project Anarchy is Free

iOS Dev is Basically **Free**
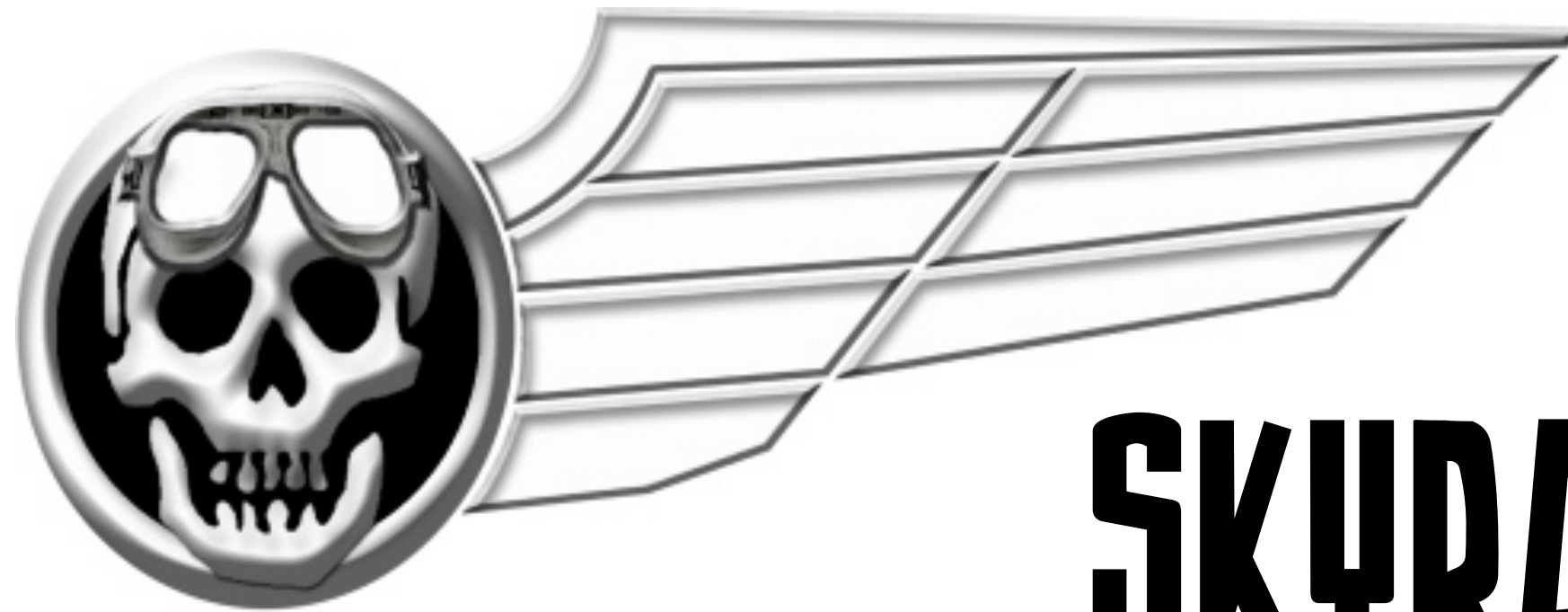
Android Dev is Free

Facebook Dev is Free

Make A Game

It's kind of ridiculous how easy it is to make games these days

I'm not talking about making **money**

I'm talking about making a **portfolio**

What Can You Do Now?
The Game We Made

SKYRATES

2008 Independent Games Festival
Gleemie Award Winner

BEST OF 2008

JIG
AUDIENCE CHOICE AWARD
BEST OF 2008

INDIE CADE
International Festival of Independent Games

http://postmortem.skyrates.net

What Can You Do Now?
Always Give Your Team Credit

Chuck Hoover   Henry Clay Reister   Bryan Cash   Howard Braham

Chris Daniel   Sam Spiro   Jeremy Gibson

Faculty: Dr. Drew Davidson & Jesse Schell
Not Pictured: Seth Shain & Phil Light

What Can You Do Now?
A Few Tips

2D Games are Easier to Make

Find a Tool That Works for You

But Don't Just Design for You

Play Testing is <u>Critical</u>

What Can You Do Now?
A Couple Great Books

Game Design Workshop, 2nd Edition
by Tracy Fullerton and Chris Swain

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

Introduction to Game Design, Prototyping, & Development
by Jeremy Gibson Bond

Any Questions?

Jeremy Gibson

jeremy@indiecade.com

What Can You Do Right Now?

What Can You Do Right Now?

Network With Each Other

Oh, and watch Randy Pausch's Last Lecture
http://www.youtube.com/watch?v=ji5_MqicxSo