

**Computer Game  
Design  
the course**



# **(Introduction to) computer game design**

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**now**

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- Who the hell am I?**
- Who are you?**
- What on earth is this about?**
- What's going to happen next?**



# About Miguel

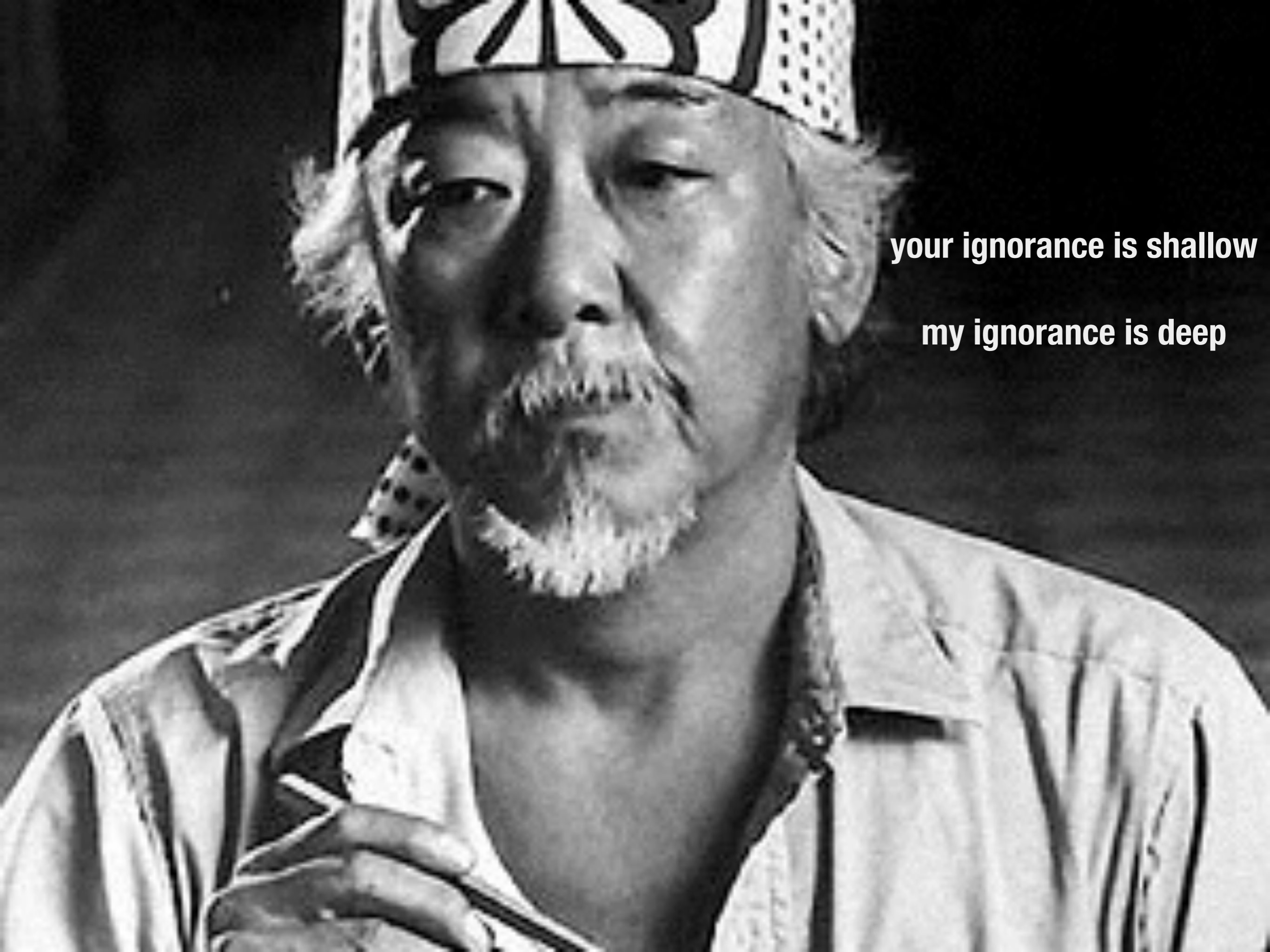
(my favorite topic)

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- MA in Literary Theory.
- Written *The Ethics of Computer Games, Beyond Choices, Play Matters*
- Interested in: ethics, experimental, prototyping.
- only one difference between you and me:





**your ignorance is shallow**

**my ignorance is deep**



Who are you?



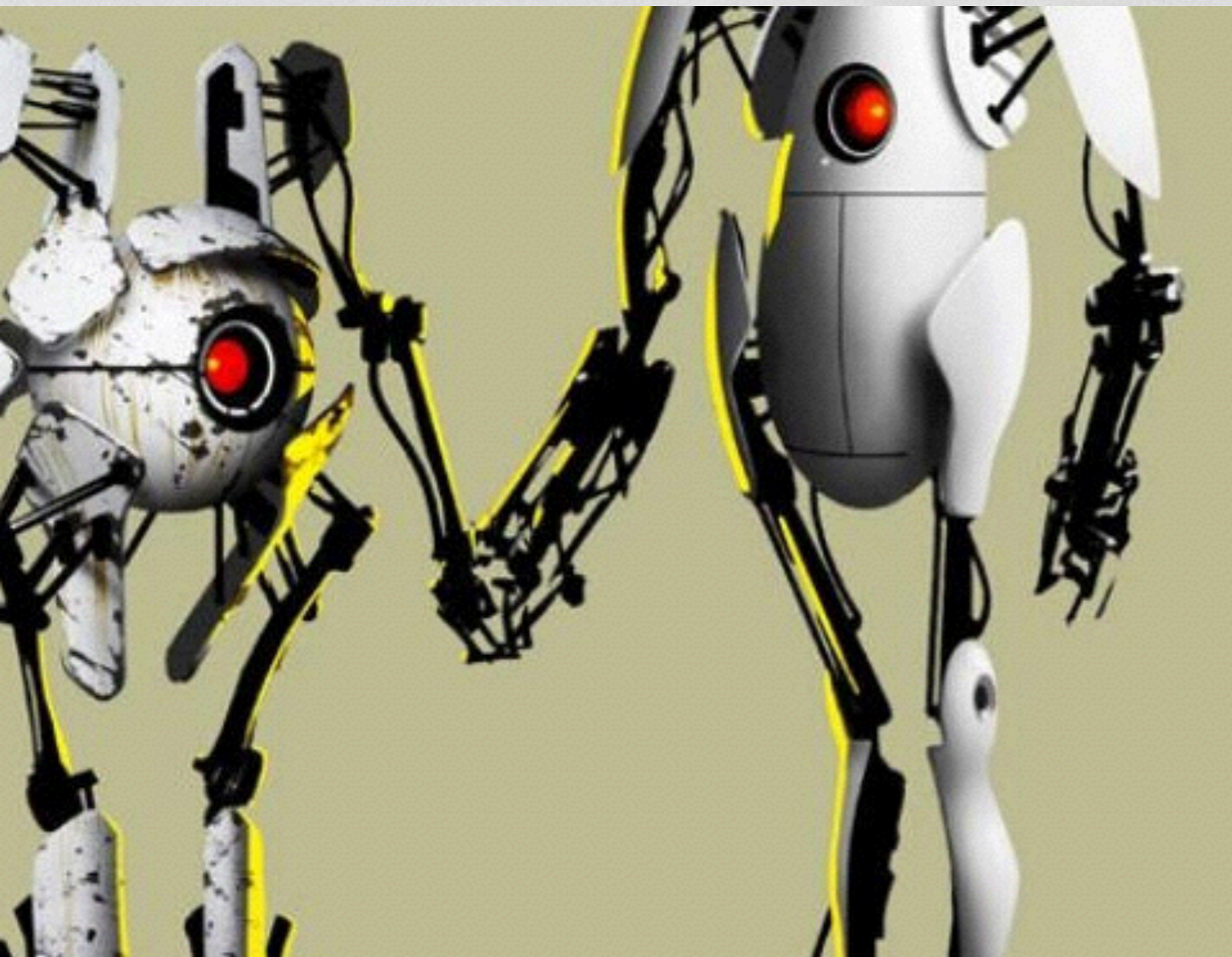




**What is this about**

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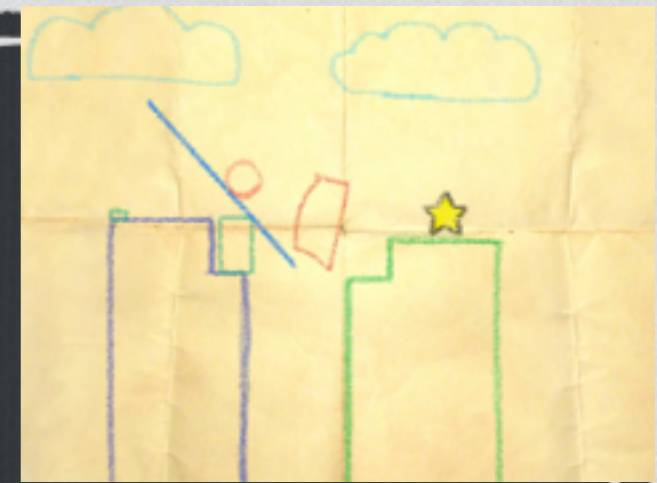
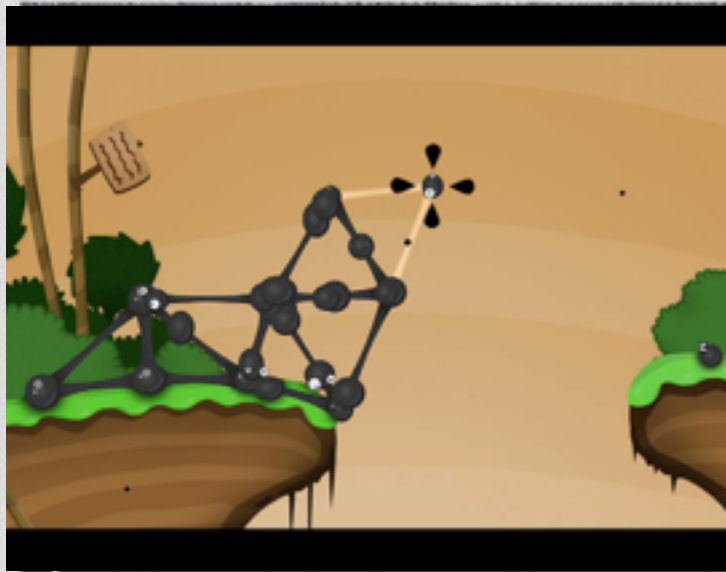




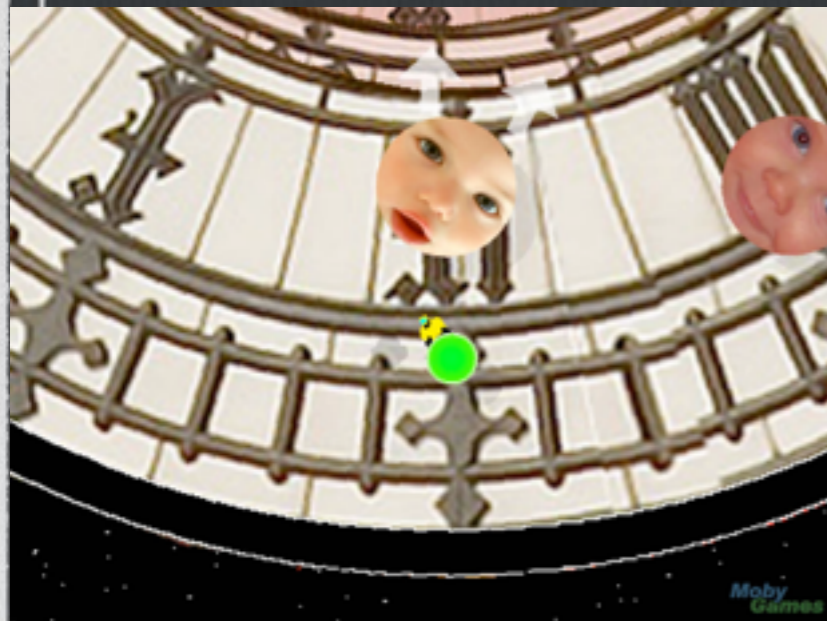
No







More likely





# Learning goals



- Conceptualize, prototype, develop and test a digital game**
- Reflect on the relation between game and interaction design/ design in general**
- Reflect on the relation of design and player experience**
- Evaluate a game concept**
- Practice different concept development + testing methods**



# **but, how does this actually work?**

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- Make groups of 3 to 5 people.**
- Every group will be paired with another group to monitor progress and share ideas and suggestions.**
- ALL THE OFFICIAL INFORMATION IS ON THE COURSE DATABASE.**
- THE COURSE DATABASE IS THE OFFICIAL SOURCE OF INFORMATION!**



# Readings

A KUKA robotic arm, colored orange and black, is positioned over an open book. The arm is holding a black pen, which is resting on the page of the book. The book is open to a page with dense, small text. The background is dark and out of focus.

- There is a lot to read for this course.**
- I am not going through the main course readings in class - we're all grownups now.**
- I suggest/encourage you to make reading groups.**



**boring practical  
 information**



# Grading

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- it's complicated
- oral exam (insert panic mode)
- game



# Deadlines

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- November 14 & 17: Alpha Deadline**
- December 8 & 12: Beta Deadline**





**Fuck yeah!**

this is hard!



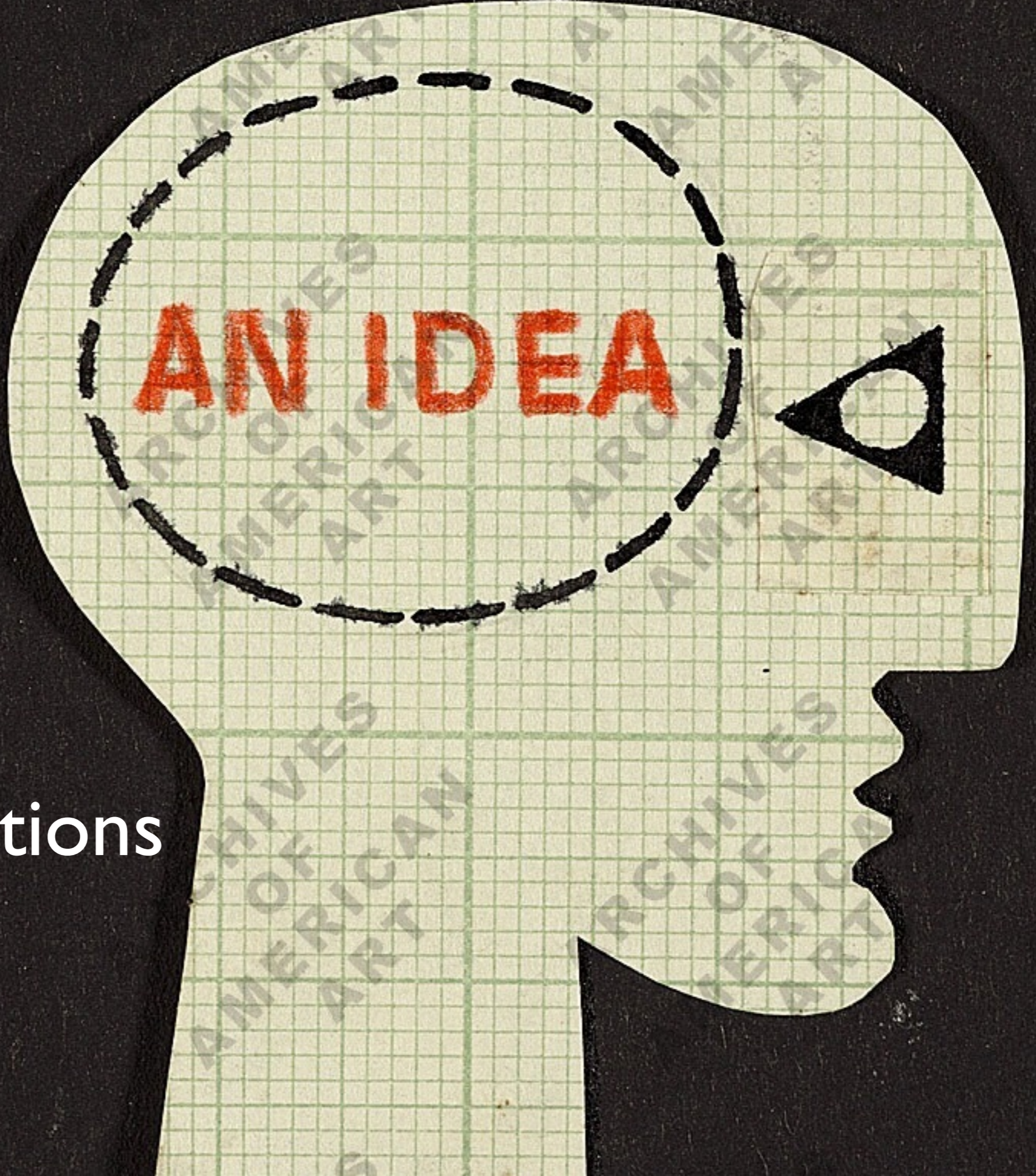
What is Game Design?



# On today's menu

- What do we mean by game design?
- but what is design?
- What are the tasks of game designers?
- What is the design process?
- Where are we going to in this course?





congratulations



- changing rules to adapt to context
- changing rules to please different types of players
- coming up with new goals to spice up a boring game
- self-handicapping



so what is game design?

or, should I get my time and money back?





game design is a craft





*What is design?*





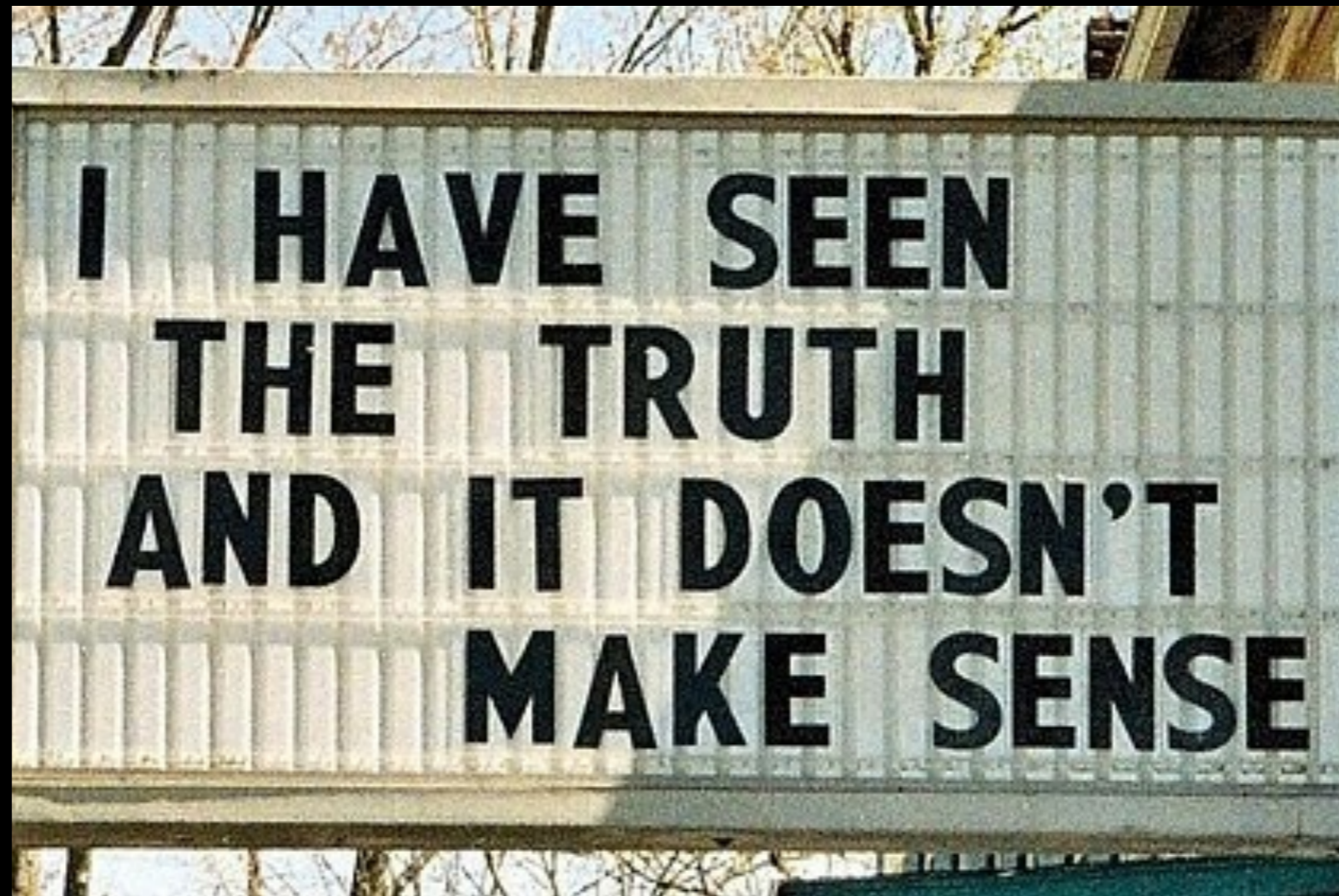
Abstracting uses





Predicting the future





Creating pleasurable experiences





More on what is design



# What do designers do?

- Drink lattes
- buy black turtlenecks
- wear rimless glasses
- know a lot about the artificial world  
(*techniques of the artificial*)





# Learning design

- Reflective practice
- Process
- Artifacts
- Instruction



**GET  
EXCITED  
AND  
MAKE  
THINGS**



# game design and player experience

- Designing a thing
- that has to be experienced
- somewhere
- by someone
- Make systems that originate behaviors (predetermined, predicted, or emergent).
- This building as a game?







so game design is about  
players and systems

*wrong!*





how to make rules  
attractive?





Why are the rules of Ninja  
attractive?



- No choices are clearly better than others.
- Choices not necessarily equally good.
- Player has to take informed choices.

A black and white photograph of a person's hand in a fist, wearing a watch, with another hand pointing towards it. The background is a plain, light-colored surface.

**interesting choices**  
(the Sid Meier slide)



**the task of the designer**





language issues





nouns

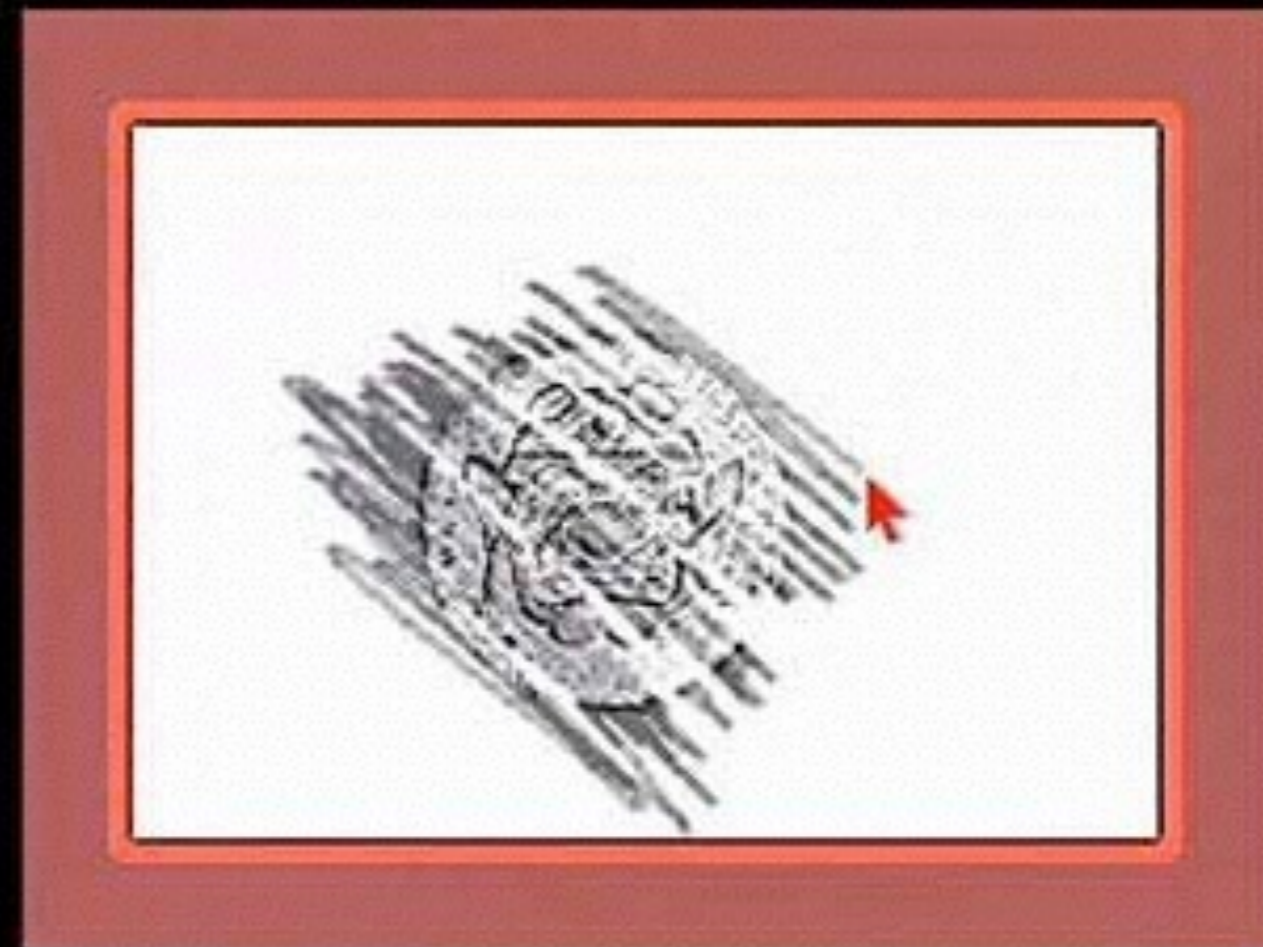




adjectives



verbs





designing games is all  
about verbs!





# The verb issue

players do stuff in the virtual worlds of games!

Players do that stuff the rules allow them to do!







The Linguistic approach









explore



defecate



think about  
other verbs!



# Summary

- Game design is a branch of design.
- Design is the discipline that allows objects to fulfill their function, with the pleasurable experience of the user in mind.
- Games are systems for interaction, composed of units. Today we have briefly talked about mechanics.
- Games are also a language of nouns, adjectives and verbs. This metaphor is useful for generating ideas for future games.





Homework!



# Exercise

- Groups!
- Choose a game
- Discuss what you think the intended player experience is.
- Prepare a **wordless** 1 minute presentation (ppt).



**KONIEC**