



**KTH Computer Science  
and Communication**

### **Computer Game Design**

**DH2650**

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### **Interactive Entertainment Technologies**

**DD3336**

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

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## **About the course**

- This is NOT a course in game development
- 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

## Project questionnaire

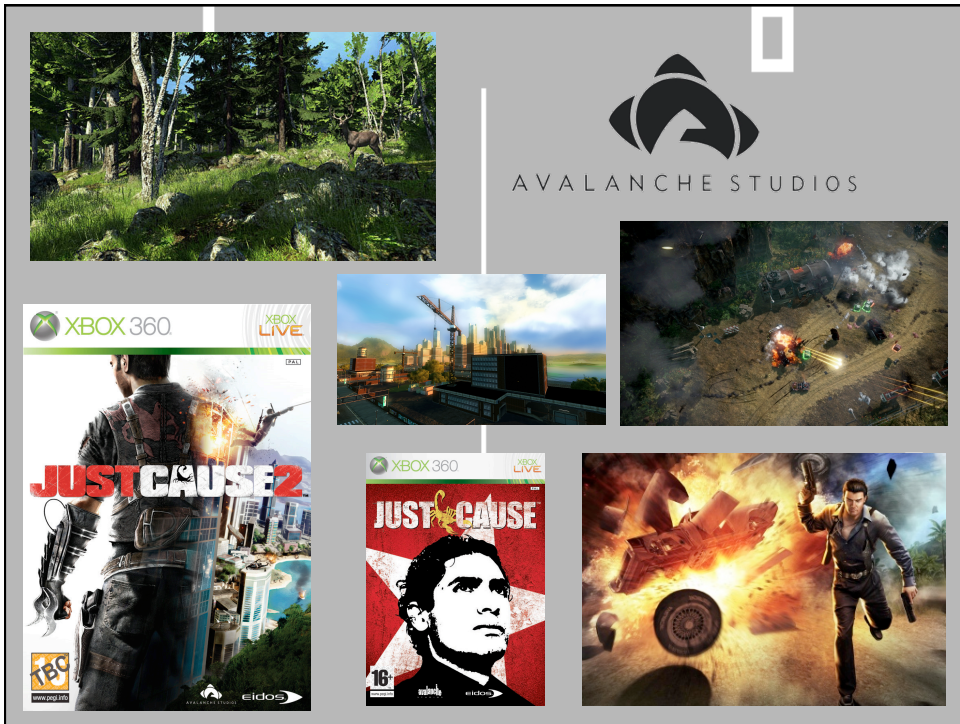
- Fill in and hand in before the break
- Gives us an understanding of your abilities
- Source material for the group forming

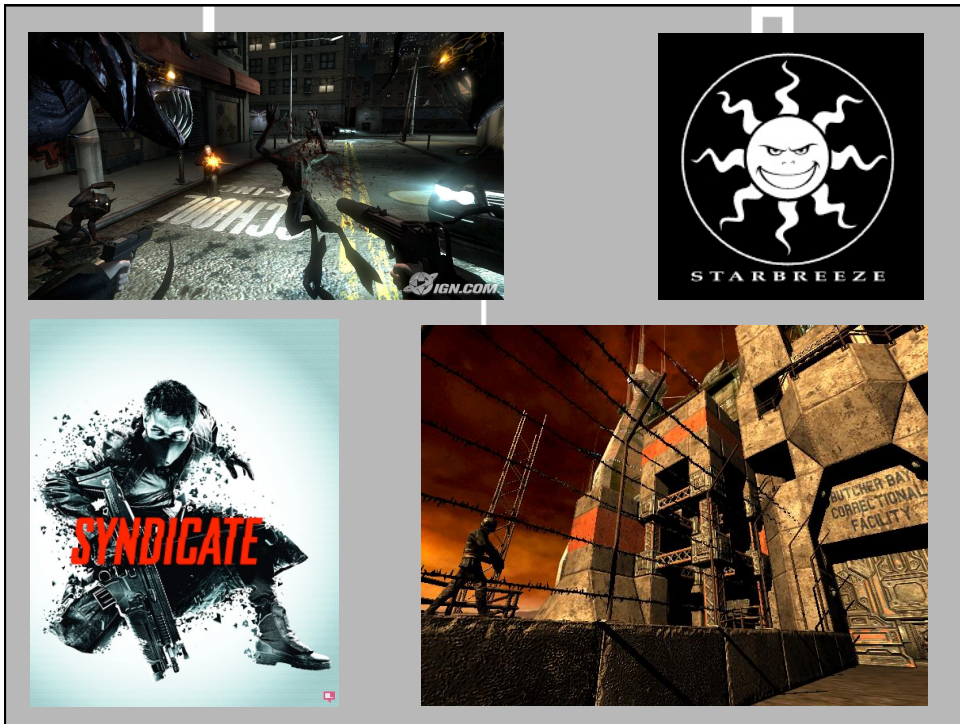
## About the project

- The project is about developing 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 demo or a vertical slice or a walk through
- More details a little later...

## 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

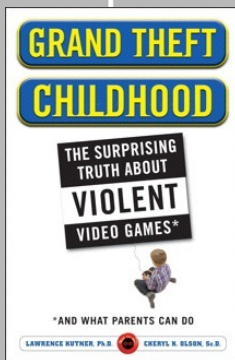
- Often directly after the guest lectures
- Reflect and discuss
- You should get a good understanding of the whole value chain and the relevant stake holders
- You should be able to give references and examples

## Course material

## Course material

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

## Course material



- Gamasutra
  - Reddit/gaming
  - Joystiq
  - Loading.se
  - Kotaku
  - Gamespot
  - Gamesradar
  - IGN
  - 1UP
- etc etc etc

+ 1M blogs...

## Diary

- 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

## Assignments and grades

- The *diary* should be handed in no later than **Tuesday Dec 16**. You'll get a grade and a comment on the whole diary, not the separate parts
- The presentation of the project takes place on **Dec 12** and the *demo* and *GDD* should also be handed in no later than **Dec 16**
- The project grade is twice the grade for the diary



## About the project 1/4

- The project is about developing an idea through a *concept description*, a *target group analysis*, a defined *tech platform*, a *business plan*
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## About the project 2/4

- *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 3/4

- 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)
- You can put emphasis on some areas more than others, but all should be there!

## About the project 4/4

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

## Games session Friday Nov 21

## Games session Friday Nov 21

- We all have different interests and game experiences
- You prepare a tl;dr of a game, an IP, a studio, a franchise, etc
- We get to play as much as we can!

## **Short group discussion**

- In groups of 4, put together a list of up to eight games you'd like to play
- Preferably, you have access to them...
- PS3, XBOX 360, PC/Mac, Wii/WiiU + perhaps another?

**PhD students meet up with Chris!**

# **Break!**

## Initial group work

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

## 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

- Friday, Nov 7, 8-10
  - **GL:** *Daniel Nyberg on examples of games technologies*
  - **L:** GDD and business case development
  - Groupwork (if time)



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