



**KTH Computer Science  
and Communication**

## **Computer Game Design**

**DH2650**

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## **Interactive Entertainment Technologies**

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# Games session: preparations

- Three segments of 2 hours each (8-10, 10-12, 12-14)
- First hour: 5 presentations
- Second hour: 5 simultaneous hands-on play

*We get to hear of 15 games and a fair chance of playing them.*

# Games session: preparations

- Sign up for a game, not more than 3 per game
- Prepare an oral presentation, **max 3 slides + video**  
(8 mins, questions during hands-on)
- Prepare the hands-on (save games, profiles etc)

*If you don't have access to the game on the designated platform, check with us and we'll sort it out!*

# Games session: preparations

- **For the oral presentation**
  - Be efficient and focus on the specificities: what's typical and what's unique?
  - Give relevant historic mile stones
  - Name drop titles, people and studios, etc.
  - Commercial success (if available)
  - Use video material: trailers, walkthroughs, matches, own game play etc etc

*All in only 3 slides and no more than 8 mins!*

		XBOX	PS3	PC	Mobil	PC	Fas 1	Fas 2	Fas 3
Age of Empires II	1,00			1,00			x		
Antichamber (PC)	1,00					1,00	x		
Assasins Creed	1,00		1,00				x		
Blek	1,00				1,00		x		
Destiny	1,00	1,00					x		
Europa Universalis 4	1,00					1,00			x
Heroes of the storm	1,00					1,00			x
Limbo	1,00		1,00						x
Spelunky (XBOX360/PC)	1,00	1,00							x
The Sims (PC/Mobile)	1,00					1,00			x
CS	1,00			1,00				x	
Dark Souls (PC/XBOX360/PS3)	1,00		1,00					x	
Portal	1,00	1,00						x	
Stanley Parable	1,00			1,00				x	
Track mania	1,00			1,00				x	
	15,00	3,00	3,00	4,00	1,00	4,00	5	5	5