Summer Study Abroad – Games Design

Video Game by Craig Green © Alys Tomlinson (UAL Image Library: 56370)

Module Overview

This exciting three-week course is designed to introduce you to the fundamentals of game design. The course includes an exciting mixture of hands-on exercises combined with lectures and discussion by experienced game design and animation tutors. You will develop an initial game concept whilst receiving lectures on practical game design theory, history and how it effects the design of game elements. Students will develop game design documents and build game prototypes. You will also learn how to use 3D modelling and animation. At the end of the course you will present your work and receive feedback for future portfolio development and further study. This course will be taught on 3DS Max and Unity software.

Class hours: 75 hours
Non-class hours: 15 hours
Course level: Open
Entry requirements: You should have some prior study in design and drawing skills, but don't need to have studied games design before. This course is perfect for you if you are thinking of further study or professional development in Games Design.

Aims

- Discuss and understand theoretical issues of games design: psychology and motivation, rules of play
- Develop your ideas through observation, research and physical prototyping
- Develop 3D modelling software and presentation skills appropriate to your project
- Plan and create a basic physical game prototype
- Present your ideas and design development

Learning Outcomes

- An ability to research ideas that can be developed into games (Research, Analysis)
- Apply skills in communication, problem solving, critical evaluation and teamwork by creating and testing games (Technical Competence); (Experimentation); (Communication and Presentation)
- An ability to communicate ideas and concepts through 3D animation and physical prototypes (Communication and Presentation)

Requirements for Assessment

- Game development documentation
- Physical game prototype
- Presentation of ideas

Materials Required

Please bring with you:

- Sketchbook
- You should also have a Transport for London travel card for getting around London. You may want to wait for the induction session before buying this.

Reading/Resources List

Please note this list is indicative and you won't need to go out and buy any books until you have begun the course.

Costikyan, G. (2002) I Have No Words & I Must Design: Toward a Critical Vocabulary for Games – online [http://www.costik.com/nowords2002.pdf]

Crawford, C. (2003) On game design. New Riders.

Clarke, M. (2007) Verbalising the Visual: Translating art and design into words. Laussane: AVA

Baldwin, J., Roberts, L. (2006) Visual communication. Lausanne: AVA.

Bergstrom, B. (2008) Essentials of visual communication. Laurence King. Bestley, R. & Noble, I. (2011) Visual research. Lausanne: AVA Publishing

You may also want to have a look at work produced by BA and MA students at London College of Communication.

https://lcc-animation.squarespace.com

https://vimeo.com/album/3586484

Tutors

Zhan Gurskis

Zhan graduated in BA Games Design from London College of Communication in 2014. On completion of his BA Games Design degree, Zhan immediately took it upon himself to put into practise what he had learnt by releasing a game on the iOS Appstore. Providing him with a wealth of industry experience, and the opportunity to meet like-minded people.

He strives to expand his perspective of the gaming industry, by taking on various roles. Some of his recent advances include, lecturing at LCC whist furthering his academic career on a masters in Games Programming at City University of London.

Florian Stephens

Florian is a visiting Lecturer in the School of Media at LCC and a freelance 3D graphics artist and designer. He specialises in high quality 3D modelling and animation, from photorealistic imagery and visualisation, to stylistic animation for TV and web-based 3D virtual assets.

Florian has an extensive portfolio of 3D projects which demonstrates his work for clients such as the Daily Telegraph Homes Magazine, Rimmel and MTV.

Angus Luscombe

Angus is a visiting Lecturer in the School of Media at LCC and a freelance 3D graphics artist. He has a keen interest in anatomy and the human form and how that is translated into digital sculpture. Having studied up to Masters Level at Middlesex University, Angus continues to enjoy exploring new and developing technologies. Angus has an extensive portfolio of 3D projects which demonstrates his work for clients such as the Fulham Football Club, Darlow Smithson and Mediahouse.'