Teaching Analog Game Design

Stone Librande
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Teaching Analog Game Design

Stone Librande
Lead Designer, Riot Games
Design Jam

A game design exercise

Stone Librande  Lead Designer, Riot Games

Genre
Strategy
Sports Coach

Budget
Time: 1 year
Money: $250,000
Team: 10 average

Audience
Gender: Male
Age Range: 20-30
Interests: ESPN

Platform
PC
Web Browser

• Second level
• Third level
– Fourth level
» Fifth level

Stone Librande
Lead Designer, Riot Games

Budget
Time: 3 years
Money: $25 million
Team: 50 pros

Budget
Time: 2 years
Money: $1 million
Team: 5 super-stars

Budget
Time: 1 weekend
Money: None
Team: 4 high school

Budget
Time: 5 years
Money: $1 billion
Team: 200 experienced

Budget
Time: 1 year
Money: $250,000
Team: 10 average

Budget
Time: 6 months
Money: $2 million
Team: 20 veterans

Teaching Analog Game Design: Design Jam
Overview

Split up into small teams
  • 2-3 people per team

Brainstorm
  • Get “assignment”
  • Discuss the situation for 5-10 minutes

Create design documents

Presentation
  • 4 minute “pitch”
Design Documents

Executive Producer

• Timeline from beginning to end of production

Head of Marketing

• Bullet points showing unique attributes
Design Documents

Lead Engineer

- Schematic showing main systems and relationships

Design Documents

Creative Director

- Screen layout examples
Wrapping Up

Pitches

- 4 minutes per team
  ~1 minute per document
- Question & Answer period
- Shhh... (Pitches aren’t that important.)

Homework

Project Document

- Analyze your current project
- Create a one-page design that describes a key feature
- Present it to your team
- Incorporate their feedback
Homework

Key Takeaways

- Focus on design, not on the game
- Designer isn’t the one “in charge”
- Working within tight constraints
- Process is quick and valuable
- Apply techniques to a real world project
Design Jam cards and rules are available for download at:

www.stonetronix.com

@StoneLibrande
Ludus
THE DREAM OF RANSONESS

Ludus

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Ludus
Thanks!

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Teaching Analog Game Design

Naomi Clark
Assistant Arts Professor, NYU Game Center

Multiplayer Analog to Multiplayer Digital

- **The Ecosystem Game**: practicing with massively multiplayer player economies

- **The Paper Carnival**: simulated competition for players’ time and money
The Ecosystem Game

- Function & interplay of varied actors in an economic system
- Rapid evolution of optimizing behavior and (oft-degenerate!) strategies among players
- Real-time balancing for this kind of situation
- As a designer, avoid “ecosystem collapse”
### Game Encounter Chart

<table>
<thead>
<tr>
<th>Starting Stats</th>
<th>Prickly Pod</th>
<th>Grass Grazer</th>
<th>Spidery Scavenger</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 💖 4 🐛</td>
<td>nothing</td>
<td>lose 2 💖</td>
<td>add 1 💖</td>
</tr>
<tr>
<td></td>
<td></td>
<td>lose 1 🐛</td>
<td>lose 1 🐛</td>
</tr>
<tr>
<td>4 💖 4 🐝</td>
<td>take 1 🐝</td>
<td>nothing</td>
<td>lose 1 💖</td>
</tr>
<tr>
<td>3 💖 3 🙅</td>
<td>take 1 🙅</td>
<td>take 1 🙅</td>
<td>lose 1 💖</td>
</tr>
</tbody>
</table>
SPECIAL RULES

When you are a:

-1 0 +1

-2 0 -2

+1 +2 +1

-1 0 -1

... and interact with:

-1 0 +1

-2 0 -2

+1 +2 +1

-1 0 -1

GDC EDUCATION SUMMIT

GAME DEVELOPERS CONFERENCE March 14-16, 2016 Exp: March 16-18, 2016 GDC16
The Paper Carnival

- Focusing on player psychology
- Creating incentives for repeated or prolonged engagement with a game
- Types of “addictive behavior” and ethical issues
- Competing with other games for attention & retention

Carnival (games of “skill”)

Casino (gambling)

F2P (play over time, etc)
• Design in teams
• Play as individuals (taking turns running “team booth”)
• Competition for profitability at both scales
Carnival  
(skill fantasies)

Casino  
(luck fantasies)

F2P  
(“labor” fantasies)
Thanks!

You can find Naomi Clark at:

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gamecenter.nyu.edu

deadpixel.co

Teaching Analog Game Design

Ira Fay
Assistant Professor of Computer Science and Game Design, Hampshire College
CEO, Fay Games
Design, develop, and implement a campus-wide treasure hunt
Learning Objectives
Learning Objectives

- Puzzle design

Puzzle 1

- 1-10 minutes to solve
- Answer is someone’s name
- No internet
Puzzle 2

42.321934   -72.533287

If you don’t understand what you need to do for this assignment, hints will be posted on the course website over the next several days.

Real Puzzle 2

- 3-15 minutes to solve
- Answer is location on Hampshire campus
- No internet
Learning Objectives

- Puzzle design
- Giving good feedback
- Receiving feedback

- Teamwork
- Communication
Troll NPC

[Images of a person dressed as a troll NPC]
Conclusion

- Teamwork
  - Some freeloaders
- Puzzle design skills
Thank you!

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n terng bccbeghavgl:
n pvcure unvxh

Teaching Analog Game Design

Mary Flanagan
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Dartmouth College
Teaching Analog Game Design: Foundations

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Professor II, Linguistic, Literary and Aesthetic Studies, University of Bergen
EDUCATION SUMMIT GDC 2016.
Overview

Malaria is a disease transmitted to people by the bites of Anopheles mosquitoes. The disease is still prevalent in tropical and subtropical places around the globe. Most of the people who die from malaria are children and other vulnerable populations such as pregnant women. According to a 2011 report, 216 million cases of malaria emerged during the year and resulted in approximately 655,000 deaths. Malaria is one of the top five preventable diseases in the world. Mosquitoes are most active at twilight and at night.

Your task is to design a card game that helps prevent the spread of malaria by teaching interventions. The game should help change behaviors regarding the spread of malaria and should try to teach prevention for the at-risk populations. The game should also use images to convey the message; use English at a minimum or not at all, for likely the game would be played by people in many parts of the world who do not speak or read English.

The game should teach the importance of controlling malaria, prevent new infections, bednets, insecticides, medications, and other methods that would likely be
1. BRIEFING

2. MODELING
3. ID Values, Psych Aspects

4. PLAYTEST & ITERATE
5. EXPERT EVAL

6. REVISE & REFINE
THE ASSIGNMENT EXPERIENCE

REVISE AND REFINE
BRIEFING
MODELING
ID VALUES, PSYCH
EXPERT EVAL
PLAYTEST-ITERATE

One exemplar project
From a Pedagogical Perspective:

- Appropriate abstraction
- Iteration
- Creativity
- Presentation skills
- Player-centered design
- Dynamics, challenge, risk, reward
- Values
- Novelty
- Elements
- Societal benefit
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