

# CMPM 80k

## Foundations of Game Design

Engineering 2 194  
Mondays and Wednesdays 9am - 12:30pm

### **Instructor**

Heather Logas

[hlogas@ucsc.edu](mailto:hlogas@ucsc.edu)

Office Hours: By Appointment

Rm. E2 481

### **Class Expectations**

#### **Required Books and Materials**

All required readings will be provided via links on Piazza.

The two pieces of software we will be using for the course are:

Twine

<http://twinery.org>

and

Stencyl

<http://www.stencyl.com>

#### **Attendance**

Due to the class being only 5 weeks long, you are expected to be present for every class session. If you will be absent, let your instructor know as soon as you can so that we can figure out how you will make up any missed material.

#### **Technology Policy**

Please turn your phone off or set them to silent before class, and place them out of sight. Use of phones and similar handheld devices during class will result in you being asked to leave for the remainder of the class session. *(No texting under the table)!*

Laptops and tablets may be used for taking notes but disruptive use will result in them being banned for the remainder of the session.

#### **Readings and Play Assignments**

In addition to material covered in class, students are expected to engage with readings or game playing as assigned.

All readings/games listed in the syllabus are to be read/played BEFORE the class it is listed under.

## Teams

Practice working with teams is a critical component of the class. Teams will be assigned before each project (with the exception of the writing assignment).

## Grading

There are four projects due for the course, and additional points to be awarded for Good Citizenship/Class Participation:

- 1) Twine Game - 25%
  - Game
  - Game Design Brief
  - Critiques of other projects
- 2) Stencyl Game - 25%
  - Game
  - Game Design Brief
  - Photo of Paper Prototype
  - Critiques of other projects
- 3) Analysis of one of the completed games - 20%
  - Paper
- 4) Final Project: Revisit Twine or Stencyl game - 25%
  - Game
  - Game Design Brief
  - Critiques of other projects
- 5) Good Citizen / Participation - 5%
  - Arrive on time
  - Consistently does reading and game playing assignments
  - Offers additional help and references on Piazza
  - Complete additional critiques beyond those required for class
  - Other behavior that helps create positive classroom environment

### Turning in work:

All work will be turned in via the class Piazza site.

There are folders in Piazza for each assignment. In order to turn in game assignments, paste the text of your game design brief into a new Piazza post and make sure to click the tag for the appropriate assignment. For Twine games, place a link to the game at the bottom of the post. For Stencyl games, you should publish to Flash and then either upload your game to the Stencyl Arcade and put the link in Piazza or else insert the file directly in Piazza.

More information:

<http://www.stencyl.com/help/view/publishing-flash/>

For the writing assignment, you may either cut and paste your text into the body of the Piazza post or else upload the file to the Piazza post.

Game assignments should be posted to the entire class, however if you wish to make your writing assignment private you can choose to “Post to” Individual Students/Instructors and type Instructors to send it to only your instructor.

Critiques can be posted in a reply to the original post which contains the game you want to critique.

## Course Schedule

### Week 1

7/27

First Class — Administration and Introductions, Procedural Rhetoric

7/29

Hypertext, Twine, Choices and Links

Twine Workshopping in class

To have done:

- 1 Sign up for Piazza (Which you must have done if you can read this)
- 2 Get in contact with your team member/s (List of teams tomorrow)
- 3 If you have a computer, download Twine:
  - 1 <http://twinery.org>
  - 2 IMPORTANT! Try to download to your device ASAP and let me know if it won't work for you.
- 4 Twine Tutorials: Learning Twine pt. 1 and Learning Twine pt. 2 by Dan Cox
  - 1 [http://www.gamasutra.com/blogs/DanCox/20130203/185939/Learning\\_Twine\\_Part\\_1.php](http://www.gamasutra.com/blogs/DanCox/20130203/185939/Learning_Twine_Part_1.php)
  - 2 [http://www.gamasutra.com/blogs/DanCox/20130209/186341/Learning\\_Twine\\_Part\\_2.php](http://www.gamasutra.com/blogs/DanCox/20130209/186341/Learning_Twine_Part_2.php)
- 5 Read: Anna Anthropy and the Twine Revolution
  - 1 <http://www.theguardian.com/technology/gamesblog/2013/apr/10/anna-anthropy-twine-revolution>
- 6 Play 1 Twine game on TwineHub
  - 1 <http://twinehub.weebly.com>
- 7 Come with 3 brief ideas for your Twine game, written down (on paper, index cards, your computer..)

### Week 2

8/3

Design Process part 1

MDA framework

To have read/Played

Sid Meier on Interesting Choices:

<http://www.gamasutra.com/view/news/164869/>

[GDC\\_2012\\_Sid\\_Meier\\_on\\_how\\_to\\_see\\_games\\_as\\_sets\\_of\\_interesting\\_decisions.php](http://www.gamasutra.com/view/news/164869/GDC_2012_Sid_Meier_on_how_to_see_games_as_sets_of_interesting_decisions.php)

MDA: A Formal Approach to Game Design and Game Research  
<http://www.cs.northwestern.edu/~hunicke/MDA.pdf>

Designing for your Target Audience:  
<http://www.webdesignerdepot.com/2011/12/designing-for-your-target-audience/>

Here is an online Uno (though if you can play face to face that would be better):  
<http://www.play-uno.com>  
(note that you don't actually have to register for the site to play)

Peggle!  
<http://www.bigfishgames.com/games/1465/peggle/>

8/5

### **Due: Twine Game**

The Game Design Process part 2  
Operational Logics

To have read:

Making Better Games through Iteration [http://www.gamasutra.com/view/feature/132554/making\\_better\\_games\\_through\\_.php](http://www.gamasutra.com/view/feature/132554/making_better_games_through_.php)

Design Criticism and the creative process: <http://alistapart.com/article/design-criticism-creative-process>

How to Give a Critique: <http://www.zanzjan.net/writing/give-critique.html>

## **Week 3**

8/10

Games Evolution and Innovation  
Agency

Work on projects in class

To have completed:

- Read Game Feel Chapter 1: Defining Game Feel <https://gamifique.files.wordpress.com/2011/11/2-game-feel.pdf>
- **Play 2 of the class's Twine games and critique them**
- **Have created paper prototype of Stencil game, post photo to Piazza**

8/12

### **Due: Stencil Game**

Making Good games great — innovation and pleasure

## Game Analysis

To have played/read:

- Robot Unicorn Attack: <http://games.adultswim.com/robot-unicorn-attack-twitchy-online-game.html>
- McDonald's Videogame: <http://www.mcvideogame.com>
  - and/or Unmanned: <http://unmanned.molleindustria.org>
- Jane McGonigal's TED talk (transcript available): [http://www.ted.com/talks/jane\\_mcgonigal\\_gaming\\_can\\_make\\_a\\_better\\_world/transcript?language=en](http://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world/transcript?language=en)

## Week 4

8/17

**Due:**

**2 Short Analyses of 2 games of your choice from [orsinal.com](http://www.orsinal.com)**

**2 Critiques of fellow students' Stencyl projects**

Pleasure and theme ctd.

Using Games for Good

Improv Game Design workshop

To have played/read:

- Greg Costikyan "I Have No Words and I Must Design": <http://www.costik.com/nowords2002.pdf>

8/19

**Due: Written Analysis**

What is a game?

Games as Art

To have played/read:

Roger Ebert: Why Videogames can Never be Art

<http://www.rogerebert.com/rogers-journal/video-games-can-never-be-art>

Rod Humble: Game Rules as Art

[http://www.escapistmagazine.com/articles/view/video-games/issues/issue\\_41/247-Game-Rules-as-Art](http://www.escapistmagazine.com/articles/view/video-games/issues/issue_41/247-Game-Rules-as-Art)

Passage (Important! Play at least 3 times!)

<http://hcsoftware.sourceforge.net/passage/>

The Stanley Parable (not required to play entire game)

<http://www.stanleyparable.com>

## Week 5

8/24

The future of games, the future of fiction  
Social Responsibility in Games

To have played/read:

Chris Crawford: The Art of Video Game Design (Chapter 5, the Choose a Goal and a Topic and Research and Preparation sections, and Chapter 7)

<http://www-rohan.sdsu.edu/~stewart/cs583/>

ACGD\_ArtComputerGameDesign\_ChrisCrawford\_1982.pdf

The Guardian: 16 Trends that will Define the Future of Video Games

<http://gu.com/p/4azb9/sbl>

Heather Logas: Creating Space for Play (Part 1)

<https://drive.google.com/file/d/0ByYC47eELixBajkzdnNybU1kU1k/view>

8/27

**Due: Final Project**

Playing final games in class