

## Assignment: Personal Game Workshop

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### Objectives

- To practice presenting a work in progress to an audience;
- To submit a work in progress to peer scrutiny and receive useful feedback;
- To articulate the design and development process of a game in a formal, live setting;
- To teach undergraduate peers about game design / development from a graduate student perspective
- To promote critical reflection on the design process of a specific game

### Description

Graduate students enrolled in LMC 6325 will be responsible for presenting one of their games-in-progress to the class during the semester. This presentation should take half of a single class period (45 minutes), and it should address the following aspects of the game's design:

- inspiration that has led to this game idea;
- how the game is played / its rules, goals, and outcomes;
- visual, sonic, narrative, or interactive design decisions that have been made;
- any play-testing or other aspects of the game's development thus far;
- goals for the game's future development;

In other words, the workshop is not one that should focus on teaching a certain aspect of game design technologies; this is not a Unity workshop (for instance). Instead, the workshop is an opportunity to critically discuss a work in progress and receive useful feedback — via suggestions or questions — from the students' undergraduate and graduate peers. It might also be approached as a teaching opportunity, wherein graduate students practice teaching undergraduates about game design and development, through the critical description of one of their own games-in-progress.

### Additional Requirements

- The 45-minute presentation should include 25-30 minutes of focused presenting, followed by 15-20 minutes of feedback and Q/A

- The presentation must include visual aids of some sort: game-play videos, slides, or other formats are welcome;
- Presenters should come prepared with a list of specific design / development questions for the audience to respond to their game

## **Assessment**

Games workshops will be assessed via the following 20-point scale:

**2 points:** The workshop meaningfully attends to the time requirements listed above (1 for presentation, 1 for Q/A)

**2 points:** The workshop includes a visual aid (1 point) that is meaningfully and usefully integrated (1 point) into the presentation;

**5 points:** The workshop explicitly and critically (1 point) describes visual (1 point), sonic (1 point), interactive (1 point), and narrative (1 point) design decisions, highlighting how they promote meaningful play;

**4 points:** The workshop addresses the game's design thus far (2 points), including the inspiration that has led to its design (2 points);

**3 points:** The workshop describes / shows how the game is played, its rules (1 point), its goals (1 point), and its outcomes (1 point);

**1 point:** The workshop addresses any play-testing that has taken or will take place;

**1 point:** The workshop address plans / goals for the game's future development;

**2 points:** The presenter poses critical, design questions to the audience for feedback