

Description

This module is intended for students in the Game Design specialisation.

This module enables students to:

- Gain theoretical and practical knowledge underpinning the design of video games.
- Introduce concepts of formal systems and game rules, as well as concepts linked to the creation of physical games (board games, escape games).
- Question the nature of games and video games.

Classes are about game systems and their balancing, the design of interactive agents from the angle of game design, the principles of systemic design, the principles of procedural level generation, and on the tools for formalizing game design. Classes also cover game design research from various disciplinary perspectives (IT, sociology, psychology), research methodologies, and an introduction to scientific knowledge useful to the design of video games (motivation theories).

Detailed objectives

- Learn how to establish oneself as a Game Designer vis-à-vis one's own creation and within a multi-disciplinary team.
- Be aware of and be able to apply a range of game design techniques and know how to manage them over time to form a relevant process in the restrictive context of the current development project.
- Individual design of a project, from sharing a creative vision to first software prototyping.
- Be capable of presenting one's own work as a designer in a reflective manner.

Assessment methods

Session 1

Individual design project.

Session 2

Design and prototype of a video game project from a prompt/pitch. It will be submitted in the form of a 10-page report presenting the project, the process and the reflective analysis implemented, accompanied by a playable prototype and a video lasting 10 minutes summarising the report content.