

Course name: 305 “Problems and Advanced Concepts in Game Design” [6 ECTS]

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Description: The aim of this course is, on the one hand, to introduce a range of game and level design methodologies oriented towards industrialization and, on the other hand, to introduce new and current subjects relating to game design. The course offers interventions on the subject of game design techniques in the industry, with an introduction to the wide-ranging video design issues, rationalisation and formalisation techniques in game design and level design, and links between game design and financing (e.g. drafting a document with a view to obtaining financing, links between game design and economic model). In parallel to this, lessons which evolve each year are given on up-to-date subjects in video gaming (e.g. Twitch integration, transmedia, open-world, interactive narration, serious games, pervasive gaming).

Prerequisites: Experience with general issues relating to video game design. Must have already produced several game concepts and game designs. Previous participation in the creation of several prototypes.

Learning: Understand the industrial issues linked to the game design of video games, as well as topical issues in the industry. Understand and know how to apply industrial game design methodologies. Understand existing relations between an economic model and the design of a video game, and know how to integrate the implications of this in its design.

Assessment methods:

Session 1: Individual written file of about ten pages summarising the portfolio of skills acquired and in the process of acquisition [50%] AND a 5-minute video presenting a portfolio with observations on personal and group achievements [50%].

Session 2: Individual written file of around twenty pages summarising the portfolio of skills acquired and in the process of acquisition, accompanied by a 5-minute video presenting a portfolio with observations on personal and group achievements.