Foundations of Interactive Game Design (80K)
week seven, lecture one
Today

- Guest lecture by Anastasia Salter (University of Baltimore)
- Game contest info
- Discussion of playtesting
- Will post Thursday reading tonight
Quiz #3

10 minutes, use both sides of paper as needed, closed book, no notes, no collaboration, etc.
Game contest
Final game contest

• Your final games are week 10 in section — you will give a 3 minute demo

• It’s best to have practiced the demo, because we’ll cut you off if you go long

• Your demos will be the basis on which the TAs, reader/tutors, and professor will choose the semi-finalists for the contest
Final game contest

- Semi-finalists will be narrowed to finalists — sent to judges and notified to prepare demo for class final exam time (Monday)
- Faculty judges will choose top games for Friday evening school-wide contest
- Final judges from big studios, indie studios, and academe
Final contest prizes will include games...
Questions?
Playtesting
Stages of design

- Concept stage — concept, audience, player action, dream
- Elaboration stage — iteratively design gameplay mode, core mechanics, protagonist, world, levels, story, extra modes
- Tuning stage — small adjustments to core mechanics, levels, etc. so as to create a balanced, smoothly progressing game
- Playtesting central to last two
Playtesting

- Self testing, confidants, people you don’t know, and your target audience
- Introduction (2-3 min), warm-up (5), play session (15-20), discussion of game experience (15-20), wrap up
- Definitely take notes! Some also do surveys (quantitative data), collect game logs, etc