

Game Mod Workshop:

This is going to be Hard but Fun!

Course Website: www.GameModWorkshop.com

Professor Brian Schrank: bschrank@gmail.com / www.BrianSchrank.com

Office Hours: T/TH 1:30 - 2:30 (if I'm not in 634 I'll be in my office in 515)

Course Description

Students in this course will develop skills in game design and production by building a game mod in small teams. Topics include: the game development process (brainstorming, prototyping, testing, iterating, polishing, and presenting/marketing); how to thrive as a team; how to manage your projects; and how to remix existing content and code in a way that enhances your game. A tricky but vital skill taught throughout the course is how to strike and maintain a balance between an impressive, BIG vision and a realistic, SMALL scope to ensure you've successfully created a stunning little piece of entertainment by quarter's end. Class time will consist of lectures, workshops, workdays, playtests and critiques, student presentations, and class discussions.

At the start of the quarter, students will form into multidisciplinary teams of 3-5 (that ideally include at least one artist, one programmer, and one designer). Each team will build a mod using the Unity game engine. Mods will consist of new code and assets created by students as well as code and assets found online. Students will need to coordinate with their teams to meet and work on their projects outside of class.

First Assignments: So it Begins!

SMALL Assignment Due TODAY (9/8)

Complete Short Survey (should take around 10 minutes):

<http://gamemodworkshop.com/assignments/>

SMALL Assignment Due TOMORROW (9/9)

You will form into teams of 3-5 students that will last the entire quarter. You have a choice as to how you get on a team. You can either:

1. Form the team group yourself (I still have to sign off and approve of your team). Each team member must email me the request by 11:00am on 9/9.
2. Ask me put you into balanced team groups. Email me by 11:00am on 9/9 and let me know that is what you want.

I will email the class on Saturday, 9/10 with all the team lists. Your team cannot, under any circumstances, be changed after they're formed. You must now work through any problems together as a team. If a teammate drops off the face of the earth you'll have to manage without them.

SMALL Assignment Due by TUESDAY (9/13)

Name your team. Create a blog. Choose your producer. For more info go to:

www.GameModWorkshop.com/assignments/#studio

MEDIUM Assignment Due by TUESDAY (9/13)

Every student must brainstorm at least one game mod idea by themselves. Then he must pitch it to his team outside of class. For more info go to:

www.GameModWorkshop.com/assignments/#brainstorms

SHORT Reading Due by TUESDAY (9/13)

"The Game Begins with an Idea" by Jesse Schell. You received a printout in class on Thursday (9/8). If you lost the printout go to:

<http://gamemodworkshop.com/readings/index.html#brainstorms>