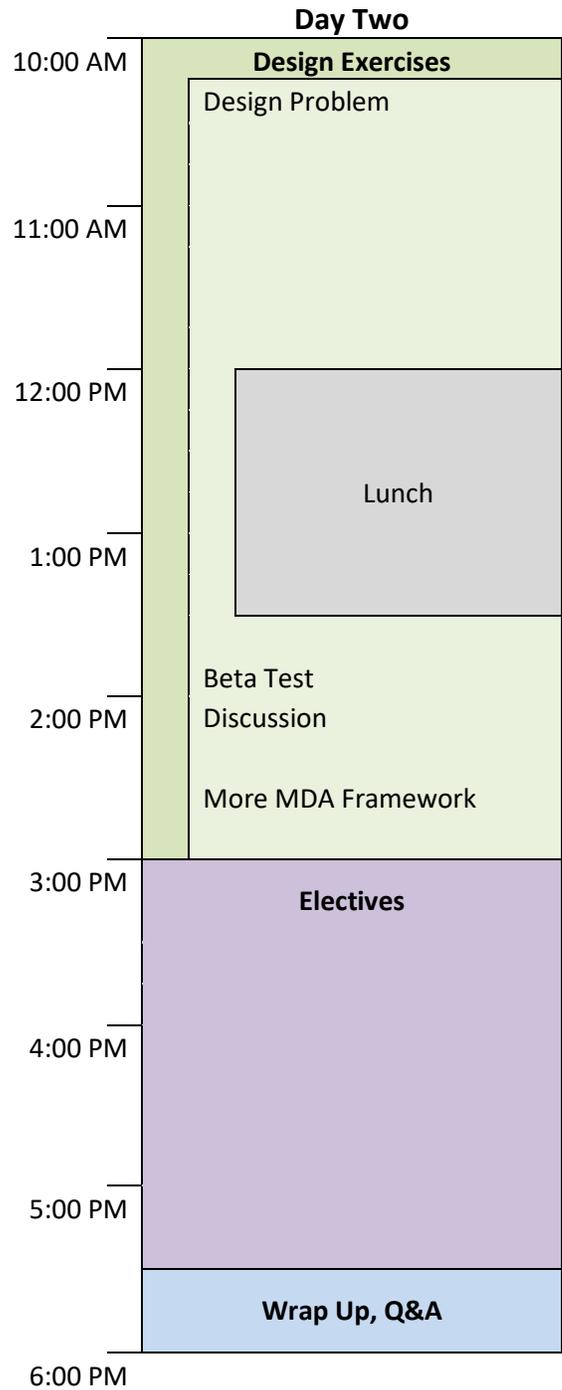
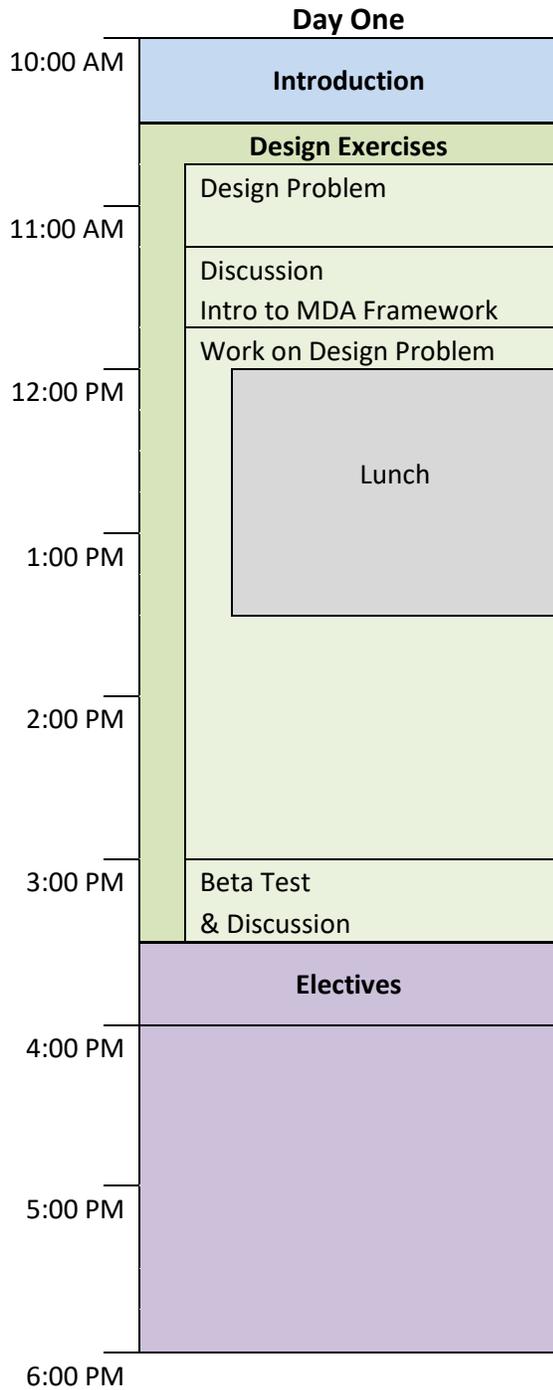


# Game Design Workshop 2017

## Schedule



# **Electives**

## **Game of Games**

Marc LeBlanc, Room 120

Large games are interconnected networks of game systems, which are often games in their own right. This activity is a "lab exercise" where you will connect small games together to form larger games, and observe how the "shape" of the network affects game dynamics.

## **Meaning as a Mechanic**

Andy Ashcraft, Room 121

This activity pits your heart against your mind, or more specifically, your desire to do the right thing against your desire to do the thing that makes you win! Explore how labels and fiction can affect how players interact with one another.

## **Horns of a Dilemma**

Eric Todd, Room 123

Rescue the little sisters, or harvest them? Save the trustworthy criminal, or the corrupt cop? In this activity you will strive to create tough ethical decisions through game design. Many games aspire to do this, but fail more than they succeed. Can you do better? Come prepared to hypothesize, experiment, fail, and share experiences.

## **Us vs. It**

Tim Stellmach, Room 124

A team of military scientists has designed and built a giant robot. No sooner is the robot finished when it breaks free from the lab and threatens to destroy a nearby town. Can humanity stop its own killer creation before time runs out? Can you, the game designers, create dramatic structure out of procedural logic?

## **Design Jam**

Stone Librande, Room 122

Work with your group to create pitch for a video game. You will be highly constrained by your "bosses": the Executive Producer (money), the Head of Marketing (audience), the Lead Engineer (platform), and the Creative Director (genre). Can you come up with a design that will please them all and win the coveted "Green Light" award?