workshop game design – in 7 rounds

creative thinking / inspiration(s) / panel(s) / space(s) / vision(s)

game(s) / workshop(s) / challenge(s) / TINAG / **go** / CTSG

teaching(s) / display(s) / ethic(s) / ritual(s)

... communication is the key to creativity ... !

n-gram(s) / collaboration(s) / context(s) / mission(s) / AR(G)

media / education(s) / method / classic(s) / literacy / cycle(s) ! Æ

workshop game design – in 7 rounds

1. introduction – getting to know eachother
2. selection of game theme(s) – the playground
3. exercise(s) – associative chaining
4. visual style – design & reference(s)
5. narrative content – story line(s)
6. game mechanics – play & score(s)
7. wrap up(s) – speak out!

theme(s)

1. **urban** – (un)safety in urban environment(s)
2. **climate** – climate change and reduction of energy consumption
3. **fitness**– (social network) support for sport and fitness
4. **media** – prevent(ion) of media and information overload
5. **scenario(s)** – emergency / rescue scenario(s) in public area(s)
6. **communication** – exchange(s) in private/public space(s)
7. **idea(s)**? – ...

game workshop(s)

theme(s) / workshop(s) / assignment(s)

1. create (y)our identity – **draw (y)our avatar**
2. invite the player(s) – **design the front portal**
3. invent game mechanic(s) – **sketch scenario(s)**
4. create challenge(s) – **define task(s) & score(s)**

(pre)requisite(s)

- **smart technology** – rfid tags, motion sensors, ...
- **new media** – camera(s), screen(s), game world(s)

requirement(s) package A4 paper & viltstiften

reference(s)

- workshop(s) – www.cs.vu.nl/∼eliens/media/paper-ctsg.html
- ximpel – www.cs.vu.nl/∼eliens/media/paper-ximpel.html
- smart cities – vision(s) / idea(s) / perspective(s)
- game design – en.wikipedia.org/wiki/Game_design
- change the world – www.avantgame.com
- processing – www.trsp.net/teaching/gamemod
- urban game(s) – adventure.howstuffworks.com/urban-gaming.htm

- sensor web – ercim-news.ercim.org/content/blogcategory/96/746
- augmented reality – peach.iti.gr/Broll.pdf
- graphical assets – freespace.virgin.net/hugo.elias
- development tool(s) – www.gamesradar.com
- game engine sdk – source.valvesoftware.com/sourcesdk.php
- game design – www.youtube.com/watch?v=CdgQyq3hEPo
- topical media & game development – media.eliens.net