"The Art of Gamecrafting: For Your Classroom, Board Room, or Game Night"

Time: MW 6:00-8:00 pm EST
Duration: Oct 19-Nov 15, 2023

Industry Expert: Eloy Lasanta, Owner of Third-Eye Games
Academic Expert: Andrew D. Devenney, Associate Director of CLGS, Co-owner and Publisher of Superhero Necromancer Press

During this six-week synchronous online course you will learn how to design a role-playing game tailored to your situation – at work or at home. You will gain hands-on experience in world building and with connecting good game mechanics with what you want your players to take away from your game. In other words, you'll learn to leverage the power of role-playing games outside game night (and maybe during game night, too)!

Course Schedule

Week One

Mon, Oct 9: RPGs and Gamecrafting
- Introduction to Course & Gather Platform
- What Do YOU Need Out of the Class?
- Introduction to RPGs: RPGs and How They Work
- Genre and Styles
- Challenge: Making Characters!

Wed, Oct 11: World Building Part 1
- Making Characters Debrief
- Generating Worlds and Settings (Sources & Inspirations)
- Challenge: Making a World!

Week Two

Mon, Oct 16: World Building Part 2
- Making a World Debrief
- Worlds as Backdrops (Meta-Narrative vs History)
- Playing in a World or Setting (aka What are players doing in the world?)

Wed, Oct 18: Crafting Mechanics Part 1
- Resolution in RPGs: Task-Based vs. Conflict-Based
- Dice, Dice, Dice!
- Hex Crawl vs Sandbox
- Non-Dice Resolution
- Challenge: Making a Resolution Mechanic!

Week Three

Mon, Oct 23: Crafting Mechanics Part 2
- Making a Resolution Mechanic Debrief
- Making and Breaking Rules: Complex vs. Simple Games
- Creating Unique Jargon for Your Game
- Rewarding Players through Mechanics

Wed, Oct 25: Crafting Mechanics Part 3
- Converting Games to Other Systems
- Convert to Another System or Create Your Own?
- Challenge: Making a Scene!

Week Four

Mon, Oct 30: Marrying Setting and Mechanics Part 1
- Making a Scene Debrief
- Purpose-Driven Design: Using Mechanics to Support the Game

Wed, Nov 1: Marrying Setting and Mechanics Part 2
- Challenge: Making a Game!

Week Five

Mon, Nov 6: Adventure Crafting Part 1
- Making a Game Debrief
- How to Present and Play in Your World: The Game Play Loop
- Different Adventure Types
- Tips for Writing Great Adventures
- Challenge: Making an Adventure!

Wed, Nov 8: Adventure Crafting Part 2
- Making an Adventure Debrief
- Tips for Running Games
- Preparing for the Playtest
- How to Give Useful Feedback

Week Six

Mon, Nov 13: Game Mastering Part 1
- Challenge: Playtesting Your Game!

Wed, Nov 15: Game Mastering Part 2
- Playtesting Your Game Debrief
- Where Do You Go From Here?

Assessment
In order to certify your completion of this course, you must finish each of the six core Challenge activities listed below before the end of the course:
- Making Characters!
- Making a World!
- Making a Resolution Mechanic!
- Making a Scene!

- Making a Game!
- Making an Adventure!

Finishing the Challenges requires submitting a 1-2 page summary of your creative activities for each Challenge by the appropriate class period deadline. Instructors will provide feedback on your submissions, either in class or in writing or both (depending on the nature of the Challenge assignment).