



“Finding Your Niche: Expanding Your Skillset Across Five Different Gaming Genres”

Time: TR 8:00-10:00 pm EST

Duration: May 16-Jun 22, 2023

Industry Expert: Travis D. Hill, Game Designer & Publisher (Owner of Press Pot Games; designer of: Union Station, The Portal at Hill House, Card Rails, Humans.)

Academic Expert: Andrew D. Devenney, Associate Director of CLGS, Co-owner and Publisher of Superhero Necromancer Press (A Visitor's Guide to the Rainy City, Beasts of the Outer Swells)

They say that variety is the spice of life. An integral part of the creative process is to investigate different avenues or interests in an effort to find what works best for you. In this course, students will explore game design processes for all manner of tabletop games: role-playing games, small-box card games, party games, wargames, and economic games. Each session will be an interactive workshop where students will dig into their own design ideas constrained on a particular topic. Students will also explore various input and output mechanisms, creative exercises, and how to build empathy in their games.

Learning Objectives

- Students will learn about and explore five different tabletop game genres.
- Students will ideate on and create basic ideas and loose mechanisms for five different tabletop games.
- Students will present their own game design and give feedback to other students' game designs.

Course Schedule

Week One

Tues, May 16: Course introduction and Overview

- Introduction to Course & Gather Platform
- A Five-Genre Breakdown
- Product Presentations & Feedback Guidelines
- How to Build Your Game: Art Assets, Programs, etc.

Thurs, May 18: Economic Games Introduction

- Economic Games Overview
 - Examples of Economic Games
- Economic Game Mechanisms
- The Golden Rules of Economic Games
- Ideation Discussion of Economic Games Product
- **Challenge 1:** Generate a feasible Economic Game Product Including a Two-Page presentation

Week Two

Tues, May 23: Economic Product

- Student Game Overviews
 - Elevator Pitch of the Game
 - Review the Student's Two-Pager
 - Receive Feedback and Discussion

Thurs, May 25: Conflict Simulations Intro

- Conflict Simulation Games Overview
 - Examples of Conflict Simulations
- Conflict Simulation Mechanisms
- The Golden Rules of Conflict Simulations
- Ideation Discussion of Conflict Simulations Product
- **Challenge 2:** Generate a feasible Conflict Simulation Product including a Two-Page presentation

Week Three

Tues, May 30: Conflict Simulations Product

- Student Game Overviews
 - Elevator Pitch of the Game
 - Review the Student's Two-Pager
 - Receive Feedback and Discussion

Thurs, Jun 1: Party Games Intro

- Party Games Overview
 - Examples of Party Games
- Party Game Mechanisms
- The Golden Rules of Party Games
- Ideation Discussion of Party Game Product
- **Challenge 3:** Generate a feasible Party Game Product including a Two-Page presentation

Week Four

Tues, Jun 6: Party Games Product

- Student Game Overviews
 - Elevator Pitch of the Game
 - Review the Student's Two-Pager
 - Receive Feedback and Discussion

Thurs, Jun 8: RPG Intro

- Role-playing Games Overview
 - Examples of Role-playing Games
- Role-playing Game Mechanisms
- The Golden Rules of Role-playing Games
- Ideation Discussion of Role-playing Games Product
- **Challenge 4:** Generate a feasible Role-playing Games Product including a Two-Page presentation

Week Five

Tues, Jun 13: Role-playing Games Product

- Student Game Overviews
 - Elevator Pitch of the Game
 - Review the Student's Two-Pager
 - Receive Feedback and Discussion

Thurs, Jun 15: Card Games Intro

- Card Games Overview
 - Examples of Card Games
- Card Game Mechanisms
- The Golden Rules of Card Games
- Ideation Discussion of Card Games Product
- **Challenge 5:** Generate a feasible Card Game Product including a Two-Page presentation

Week Six

Tues, Jun 20: Card Games Product

- Student Game Overviews
 - Elevator Pitch of the Game
 - Review the Student's Two-Pager
 - Receive Feedback and Discussion

Thur, Jun 22: Next Steps

- Choose an Idea
- Playtesting and Refining
- Publication Routes

Assessment

In order to certify your completion of this course, you must finish each of the five core Challenge activities listed below before the end of the course:

- Generate a feasible Economic Game Product
- Generate a feasible Conflict Simulation Product
- Generate a feasible Party Game Product
- Generate a feasible Role-playing Games Product
- Generate a feasible Card Game Product

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).