

# Computer Games 2011

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# Motivation



We all play games?



# Motivation

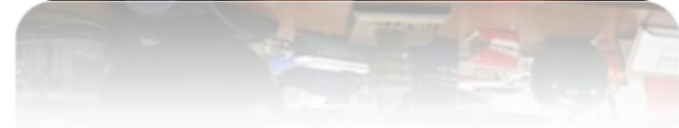


“Games are a prosthesis for imagination”  
(Will Wright)

# Motivation



This course is hard work.



# First of all ...



- Course is in German
  - It's from the bachelor curriculum
- Slides are in English
  - Because I need them on an international level
  - I don't like to do twice the work ;)

# Course Organization



- Prüfungsimmanent
  - You have to be here.
- Exam at the end
  - Multiple choice test, min. 50% correct
- Build a game (level)

# Course Organization:

## Build a game (level)



- Set up a game project
  - Game bible, blueprints, roles
  - Implementation
- Procedure will be explained in the course
  - How to actually do this ...
- Use “Little Big Planet”
  - A platform game & engine, avail. in the lab

# Tutorial and Lab



- There a tutorial & a tutor
  - Please enroll to use the lab
  - 623.908 “Tutorium zu Computer Games”
  - Christoph Putz
- The Lab provides
  - 4 PS3 system with 1-2 controllers
  - 4 copies of Little Big Planet



# Tutorial and Lab



- The Lab
  - Is prepared in a fixed schedule
  - To be announced here & in the tutorial
- The tutor
  - Will help you with all the administrative stuff
  - Is helpful with LBP & PS3 related problems
  - Is responsible for the equipment
- Make sure to bring along
  - A USB stick
  - Some time to design, plan & play

# Game Production



- How to create a AAA game?
- What are the means to an end?
- Feeding the industry
- Engineering related

“You play games, now learn to make them.”

# Game Studies



- Analyzing current and past gaming landscape
- Variety of transdisciplinary contexts
- Research oriented and theoretical

“You play games now learn to study them”

# Course Goals



## Game Production

- Learn to make games
- On a general level

## Game Studies

- Learn about games to make them (better)

# Course Goals



## Theory

- Gaming context, history and impact
- Processes, roles and best practice
- Tools and technology

## Practice

- Do a game development project

# Course Goals



This course is not

- about being a player
- A discussion of single games or genres

# Schedule



- Course takes place
  - Today to April 13<sup>th</sup>
- Special occasion: Academic Monday
  - April 4<sup>th</sup>, 6pm, other building
  - Topic is “History of Computer Games”
- Exam and presentation of your project
  - June 10<sup>th</sup> 2011

# Schedule



- Build your game level
  - In between April 13<sup>th</sup> and June 9<sup>th</sup>
  - Tutorial will take place in that time



# Additional Information



- Check out the course page at
  - <http://tinyurl.com/klu-games-11>

# 1<sup>st</sup> Assignment



- Play a game
  - from my list ->
- Write an essay
  - telling me what you liked & disliked
  - what you'd make better
  - no more than 150 words
- Put it on the Wiki
  - see hp for instructions

## Available games:

- Aquaria
- Braid
- Gish
- Osmos
- World of Goo

# That's it ...



... at least for today