

Computer Games 2011

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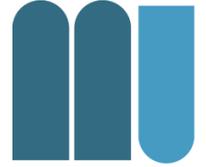
Motivation



We all play games?



Motivation



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

Motivation



This course is hard work.

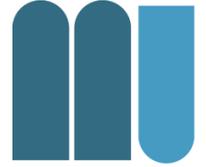


First of all ...



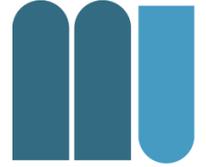
- Course is in German
 - It's from the bachelor curriculum
- Slides are in English
 - Because I need them on an international level
 - I don't like to do twice the work ;)

Course Organization



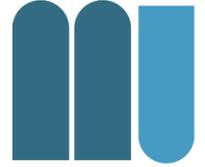
- **Prüfungsimmanent**
 - You have to be here.
- **Exam at the end**
 - Multiple choice test, min. 50% correct
- **Build a game (level)**

Course Organization: Build a game (level)



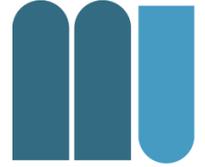
- Set up a game project
 - Game bible, blueprints, roles
 - Implementation
- Procedure will be explained in the course
 - How to actually do this ...
- Use “Little Big Planet”
 - A platform game & engine, avail. in the lab

Tutorial and Lab



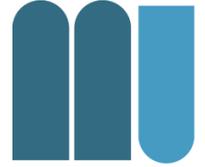
- There a tutorial & a tutor
 - Please enroll to use the lab
 - 623.908 “Tutorium zu Computer Games”
 - Christoph Putz
- The Lab provides
 - 4 PS3 system with 1-2 controllers
 - 4 copies of Little Big Planet

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.”

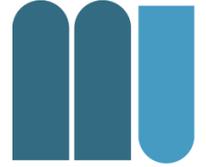
Game Studies



- 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



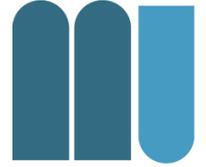
Theory

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

Practice

- Do a game development project

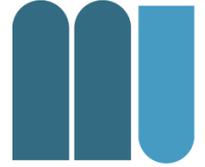
Course Goals



This course is not

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

Schedule



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

Schedule



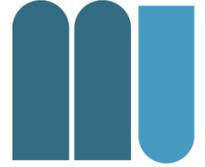
- Build your game level
 - In between April 13th and June 9th
 - Tutorial will take place in that time

Additional Information



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

1st 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