

Computer Games 2012

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CV



- Techn. Mathematik
- Telematik
- Assistant Professor

- Multimedia Search
- Adaptive MMIS



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
- 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 a game for that
 - “Little Big Planet” (recommended, PSP or PS3)

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



Tag	von	bis	Raum		Details
Mo, 05.03.2012	14:00	16:00	E.2.42		Vorbesprechung
Fr, 16.03.2012	12:00	18:00	E.2.42		Einzeltermin
Mo, 26.03.2012	08:00	10:00	E.2.42		Einzeltermin
Mo, 26.03.2012	14:00	16:00	E.2.42		Einzeltermin
Mo, 16.04.2012	08:00	10:00	E.2.42		Einzeltermin
Mo, 16.04.2012	14:00	16:00	E.2.42		Einzeltermin
Mo, 04.06.2012	14:00	16:00	E.2.42		Einzeltermin
Mo, 18.06.2012	08:00	10:00	E.2.42		Einzeltermin
Mo, 18.06.2012	14:00	16:00	E.2.42		Einzeltermin

Schedule



- Build your game level
 - In between 16.04. and 18.06.
- Present your work to the group
 - After the exam
- Deliverables
 - Concept, Post-Mortem & Video
 - The level / the game
 - A final & an intermediate presentation

Additional Information



- Check out the course page at
 - <http://goo.gl/Oq0Jp>

Aufnahme ...



Vorschläge:

1. Anwendungsfach “Medien und Kommunikation”?
2. Keine “Master & PhD” Studierenden?



Aufnahme ...



- Reduktion auf 30 Teilnehmer ...

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
- Send me an email
 - mlux@itec.uni-klu.ac.at

Available games:

- Aquaria
- Braid
- Osmos
- World of Goo
- Z