

Computer Games 2013

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CV



- Techn. Mathematik
- Telematik
- Assistant Professor

- Multimedia Search
- Adaptive MMIS



Motivation



Games & Science?

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 (engine) 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

Tutorium



- Michael Riegler

Today



- Indie Games - The Movie
- Games Workshop