Computer Games 2014

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CV

- Techn. Mathematik
- Telematik
- Associate Professor

- Multimedia Search
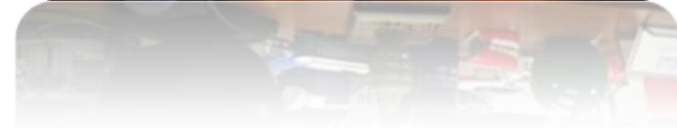- Adaptive MMIS

Motivation

Games & Science?

Motivation

This course is hard work.

First of all …

- Course is in German
- Slides are in English
    - Because I need them in English too
    - 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
  - libGDX, Crafty, Jaws, ...

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 **<u>not</u>**

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

Game Jam

- When: March 13-14, 2014
- Where: Lakeside B04b
  Lakeside Labs

- More information and registration at
- http://crosmos.aau.at/