

EAE 2100-002: Introduction to Game Design

Instructor: Ashley Guajardo (Brown)

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Office: #205, Building 72 (Entertainment Arts & Engineering).

Office Hours: Email for appointment, but I'm usually around.

Class Time: Tuesdays and Thursdays, 2:00-3:20pm

Class Location: TBA

Class Discord: We have one. When you join the class I will make the link available.

Course Description

This introductory course provides students a practical foundation in game design with a focus on concept development, design composition, and prototyping through the creation of digital or non-digital games. Using physical prototyping, playtesting, and iteration students learn how to translate game ideas into game pitches, design documents, and game design prototypes. This course is important for students interested in game development as it teaches critical thinking skills, provides an introduction to design techniques used in industry, and gives an introduction to important development skills.

Course Objectives:

- In this class we will gain familiarity with concepts and vocabulary related to basic game design.
- We will practice game dev techniques through workshop activities.
- We will design a game.

Learning Outcomes

Students will be able to:

- Describe foundational principals of game design and the key elements which make up gameplay (e.g. mechanics, rules, goals, etc).
- Apply design principals to the prototyping, playtesting, and creation of a game.
- Assess and thoughtfully critique existing videogames and board games, your peers' designs, as well as your own.
- Identify and practice professional 'soft' skills like time management, public speaking, and working in groups.



Required Texts:

None. Reading recommendations will be discussed in the weekly lectures.

Required materials:

We will build a game design kit together which includes simple, inexpensive materials useful for paper prototyping. Specifics will be given in class.