Year 11-12 Summer Independent Learning for Games Design

Before you begin your course onto Game Design at New College Pontefract you must first show us your current understanding of the Games Industry and some of the theory behind Game Design. You will be given two tasks to complete by your first week at NCP these tasks will directly affect whether you can remain on the course and play a big part in your coursework and projects for the next 2 years.

Task 1-Research

You have been asked to research successful games based on Genre, Story, Characters and World from your research you will create a PowerPoint Presentation explaining your results and opinions. For each point you need to have valid research(with links to your research) on a handful of games in the same genre and how they represent that specific genre. You need to have a balanced argument, meaning positive and negative points to make with your own opinions on the subject.

Genre

First of all choose a Genre among the 4 listed: RPG, Adventure, First Person Shooter or Platformer. State what makes your game examples part of this genre. What can you expect when you play these kinds of games?

Story

How is the story laid out? Is it linear or does it have a branching narrative? Is the story important? Why? What are its plot devices, McGuffins, red herrings? what is the overall theme of the story? Is there any symbolism?

Characters

Who are the protagonists, antagonists, allies and NPC's in the game how do they behave to make you like/dislike them, relate to them?

World

What does the world look like, how do you explore it? Are there factions, cultures nations etc. Is it gritty realistic, comedic, cartoony? How does this impact how the player feels when traversing the world? Are there different areas/levels/planets with different conditions that affect gameplay? Hot/cold acid, poison etc. How does it do this?

Task 2 – Game Idea

Now you have a basic understanding of what makes a good game, story, characters and world you need to come up with a brief idea for a game.

X Statement and Unique Selling Point

This is a brief paragraph to get people interested in your game, think of a movie pitch or a blurb on the back of a game case. This is what makes you want to play it. What is your Game's Unique Selling Point, what makes it interesting?

Story Circle

watch this clip https://www.youtube.com/watch?v=-XGUVkOmPTA Split your story into 8 parts, how does it begin, climax and end?

World

What is the world of this game? How do you explore it? (You can use visuals such as maps and concept art if you wish)

Characters

Watch this clip https://www.youtube.com/watch?v=Zci-54NbeMo

Protagonist and Antagonist Biography

Think of a stat card that you would see on a game how can you quickly explain these two characters easily think of their: Purpose, Motive, Flaws and Beliefs

You don't need to base the game on your Genre or Research from Task 1 if you don't wish to. You are encouraged to be visual with this task, grab pictures from the internet (with links) to help explain your world or draw concept art for characters, objects, weapons and rooms to help explain if you are more of a visual worker.

Task 3 – Logo Design

The Faculty of Creative and Digital Technology are looking to rebrand. To facilitate this, they are inviting you to submit designs for their new faculty logo.
The faculty want the logo to communicate and represent their key ideologies

- Innovative
- Professional
- High standards
- Progressive
- Inclusive

Requirements
The logo should be suitable for use on all marketing and promotional materials, as well as signage
This would include but not be limited to
- Wall displays; business cards; websites; letterheads
  - You may explore the creation of different formats for different uses if you think this would be more effective

It should be functional both in colour and black and white.

It should contain 'Faculty of Creative and Digital Technology' as well as 'New College Pontefract' and the college logo.

It should represent and reflect the distinct areas of specialty in the school

- Games Design; Media; IT; Computer Science

What to include

- All research and development of ideas, including mood boards
- Initial sketches, design, colour schemes
- Final sketched design
- Digital versions, demonstrating evolution of ideas
- Final digital version(s)

Potential Research Resources

- https://www.thelogocreative.co.uk/history-and-analysis-of-successful-logos/
- https://bizfluent.com/how-8420202-analyze-logos.html
- https://www.insightsforprofessionals.com/marketing/leadership/reasons-why-popular-brand-logos-are-successful?gclid=EAIaIQobChMI26-Hvuul-gIVtWDmCh3jDQwWEAMYAiAAEgLNUvD_BwE
- https://99designs.co.uk/blog/creative-inspiration/education-and-school-logos/
- https://99designs.com/inspiration/logos/education

Existing Logo