

## workshop game design – in 7 rounds

creative thinking / inspiration(s) / panel(s) / soundwalk(s) / 20 live(s) / vision(s)

*communication is the key to creativity*

workshop game design – in 7 rounds

1. introduction – getting to know each other
2. selection of game theme(s) – the playground
3. exercise(s) – associative chaining
4. visual style – design & reference(s)
5. narrative content – story line(s)
6. game mechanics – play & score(s)
7. wrap up(s) – speak out!

theme(s)

1. **urban** – (un)safety in urban environment(s)
2. **climate** – climate change and reduction of energy consumption
3. **fitness** – (social network) support for sport and fitness
4. **media** – prevent(ion) of media and information overload
5. **scenario(s)** – emergency / rescue scenario(s) in public area(s)
6. **communication** – exchange(s) in private/public space(s)
7. **idea(s)?** – ...

requirement(s) package A4 paper & viltstiften

### reference(s)

- smart cities – vision(s) / idea(s) / perspective(s)
- game design – [en.wikipedia.org/wiki/Game\\_design](http://en.wikipedia.org/wiki/Game_design)
- change the world – [www.avantgame.com](http://www.avantgame.com)
- processing – [www.trsp.net/teaching/gamemod](http://www.trsp.net/teaching/gamemod)
- urban game(s) – [adventure.howstuffworks.com/urban-gaming.htm](http://adventure.howstuffworks.com/urban-gaming.htm)
- sensor web – [ercim-news.ercim.org/content/blogcategory/96/746](http://ercim-news.ercim.org/content/blogcategory/96/746)
- augmented reality – [peach.iti.gr/Broll.pdf](http://peach.iti.gr/Broll.pdf)
- graphical assets – [freespace.virgin.net/hugo.elias](http://freespace.virgin.net/hugo.elias)
- development tool(s) – [www.gamesradar.com](http://www.gamesradar.com)
- game engine sdk – [source.valvesoftware.com/sourcesdk.php](http://source.valvesoftware.com/sourcesdk.php)
- game design – [www.youtube.com/watch?v=CdgQyq3hEPo](http://www.youtube.com/watch?v=CdgQyq3hEPo)
- topical media & game development – [media.eliens.net](http://media.eliens.net)