

Game Characters and Environments: History of Games

The course is a guided exploration through the world of games. Students will experiment, play, and analyze various aspects of games - from early traditional games to current generation electronically-mediated games; from individual games to collaborative online games. Game types will be analyzed with particular attention paid to the virtual environments in which these games take place. The expressive and persuasive aspects of games will also be explored.

A series of analytical and creative tasks are undertaken throughout the semester, starting with an analysis of traditional games covering a variety of genres, from sports games to strategy war games. Subsequently game structures, environments, characters, props/tools, etc. are all studied. At the end of the semester, students are given the opportunity to select from a wide range of options for a final project. The options include the development of a game and character or environment based on a non-game literary/narrative or other source.

Final submission includes storyboards for the proposed game, story/script, analysis and narrative description of game structure, 3D model (created in either Autodesk 3DS Max or Autodesk Maya) of environment and/or character(s), screen captures showing development of 3D model, and a series of sequential renderings (still images) illustrating key views/perspectives of the environment(s) and/or positions and costumes/apparel for the character(s).