Welcome to CMS.611J / 6.073
“Creating Videogames”

September 3, 2014
Comparative Media Studies / Writing

http://cmsw.mit.edu

critical analysis, collaborative research, and design across a variety of media arts, forms, and practices
MIT Game Lab

http://gamelab.mit.edu

Game Design & Research

CMS.300  CMS.301  CMS.608
CMS.615  CMS.610  CMS.617
UROP     6.UAP    6
M.Eng
Structure

❖ 4 Game Projects that build to a common theme “Meaningful Decision Making”

➢ Project 1: “Planning for Randomness” Non-digital

➢ Project 2: “Planning for Randomness” Digital

➢ Project 3: “Tradeoffs in Decision Making”

➢ Project 4: “Help policy makers understand the need to spend money, time, & resources on disaster preparedness
Grading Rubric

❖ Game Functionality
❖ Iterative Design Process
❖ Teamwork & Project Management Practices
❖ Group Postmortem Presentation
❖ Written Postmortem

All but the written postmortems are team-delivered
In Class Expectations

- This class is run as 2 3-hour workshops
- Class time will be allotted for work in teams on projects
  - ~60 min per session for Projects 1 & 2
  - Up to ~90 min per session for Projects 3 & 4
- Teamwork is the **heart** of this course!
Attendance & Lateness

- Regular attendance is mandatory (MW 1-4p)
  - Grade penalties if you miss more than 3 classes w/o justification

- Do not be late!
  - Be in this room by 1:10pm!
  - We will lock doors during guest lectures to prevent disruption. Doors will unlock afterwards to allow you to work with your team that day.
Harassment & Behavior

- Harassment includes offensive verbal comments related to gender, gender identity, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.

- If you see something or are a target of harassment, contact any of your instructors or TA in person or via email.
Creating Videogames?

- Modern videogames are created by teams of individuals with differing yet complementary skillsets.
  - Programmers
  - Designers
  - QA Testers
  - Artists
  - Sound Designers
  - Composers
  - Community Managers
  - Business Analysts
  - Marketers
Creating Videogames?

- This class is designed to give hands-on experience in working on complex projects with large teams.
- Team size grows from 3 in project 1 to a minimum of 8 in project 4
  - Communication becomes important!
  - Bottlenecks form!
  - Quality of code and assets can easily nosedive!
Team & Project Management

❖ We will use tools and methods to manage these problems!
  ➢ Code & Asset Workflows
  ➢ Code Review
  ➢ Product Backlogs & Task Lists
  ➢ Retrospectives

❖ Ultimately, however, prior experience in working in these environments is your best solution!
1-line version of this class...
