

COURSE CONTENT

Course Code	DT3016
Course Title	Game Jam
Pre-requisites	DT2018 Animation for Games I or DT3014 Game Design II
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this advanced level course, you will enhance your expertise in digital game creation as you apply your skills to game jam event collaboration. Throughout the course you will perform several roles ranging from game artist or designer to event organiser or manager. The goal of this course is to develop your personal and entrepreneurial abilities to increase your potential in the gaming environment.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe methods of managing team-based digital game design scenarios.
2. Develop specific areas of game art and/or design to an advanced level.
3. Apply specialist contribution towards the completion of a team-based computer game production.
4. Identify and problem-solve game production issues and challenges.
5. Contribute constructively in team-based situations to critique and improve digital game production.

Course Content

In this course you will focus on being pro-active about digital gaming. You will bring your own advanced specific skillset to game jams, student-led training sessions, entrepreneurship strategies, esports, and other activities that involve collaboration towards the production and event management of digital games.

Game Jam

At the appropriate time during the course, you will join a group to participate in a “Game Jam”, such as the international Global Gam Jam, developed under the International Game Developers Association Education Special Interest Group. Your group will be required to form a structure of responsibilities and management, so as to complete the Game Jam in the allotted time. The key learning in this project is to contribute your own skillset, and experience the dynamics of working in a creative team under pressure. This will differ greatly from the pace of creative development and production experienced in other courses. The instructor will prepare you for the type of decision making required, and also how to maintain creativity and production under pressure. At the end of the Game Jam, of (e.g.) 48 hours, you and your team will have completed a finished, playable game. In preparation for a Game Jam, students will perform “mini-game jams in class.

Workshops

Throughout all stages of the course, you will provide at least one training workshop. In this workshop, you will teach the other students a particular skill required for this course. The purpose of this workshop is to understand the dynamics of preparation, instruction, and guiding others in an effective manner. This project will require you to be highly proficient in your chosen topic, and to carefully prepare a workshop that stays on focus, and provides a distinctive learning outcome. The instructor will provide guidance and assistance.

e-Sports or Community Game Jam

The final project will be an eSports event or a Community Game Jam. This may take place on ADM premises, somewhere at NTU, or at an outside location. The entire class will be focused toward this event and will determine all aspects. The instructor will assist only if necessary, e.g. for faculty-level bookings etc. All students will have an important role. These roles will vary from participation to event management – treasurer, technical director, facilities manager, sponsorship manager, public liaison, publicity and marketing, etc, as may be required. The overall purpose of the event is to engage with the wider community, spread the excitement of such an event, gain publicity, and provide a positive and memorable experience for all participants.

By the end of this course, you will have gained new skills and confidence that will accelerate your participation and leadership in the area of digital gaming.

Throughout this course you will be assessed individually, whether it be for your own individual outcomes, or for your individual outcomes within a group.