



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

September 3, 2014

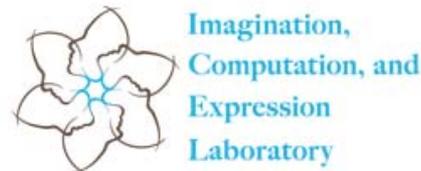
# Comparative Media Studies / Writing

<http://cmsw.mit.edu>

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



the education arcade



# MIT Game Lab

<http://gamelab.mit.edu>

## Game Design & Research

CMS.300

CMS.301

CMS.608

CMS.615

CMS.610

CMS.617

UROB

6.UAP

6

M.Eng

# 1-line version of this class...

“Work face-to-face. Test often.  
Prioritize, integrate & cut features  
early. Sleep. Avoid 3D & network.  
Version control.”

# 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 ~90min 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!

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Use version control.”

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CMS.611J / 6.073 Creating Video Games  
Fall 2014

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