



Game Theory

A Workshop on the Development of an Idea



Contents of this workshop:

Today, we will be analyzing the components and structure of a game, and attempt to emulate it in a brief act of creation.

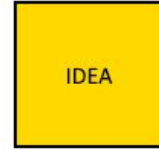
You can work alone during this workshop, or work in a small group.

All that is needed is a paper and pencil (Paper can be provided).

Timeline of Events

1. Idea
2. Medium
3. Additional Elements
4. Generalizing
5. Input and Critique
6. Naturalizing
7. Establishment

Part 1: IDEA



All games originate from a singular thread.

This thread is a single concept, a thought in the mind.

Something exciting, unique, cool, or interesting.

From this a desire comes to see this momentary thought expand and evolve!

Part 1: IDEA

Some simple Ideas in which games are born:

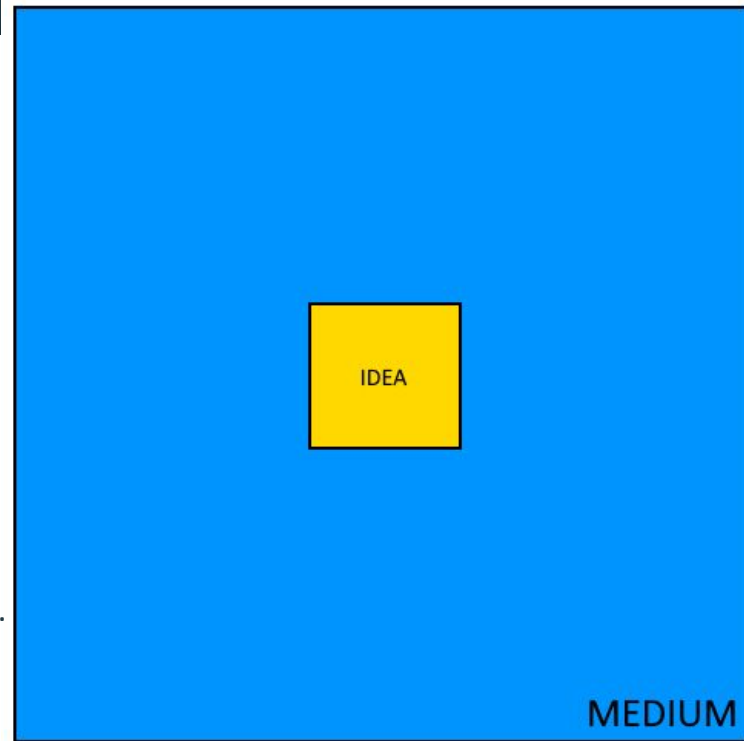
1. A sequel to a previous game
2. Emulating the movements of a snake
3. Climbing giant monsters as a tiny person

Part 2: MEDIUM

You have a concept, but it is only a thread of the larger concept.

Medium's act as the canvas we use to paint our picture.

You should determine how users will interact with your concept Here.



Part 2: MEDIUM

Types of Mediums:

1. Video Game
2. Card Game
3. Board Game
4. VR
5. AR

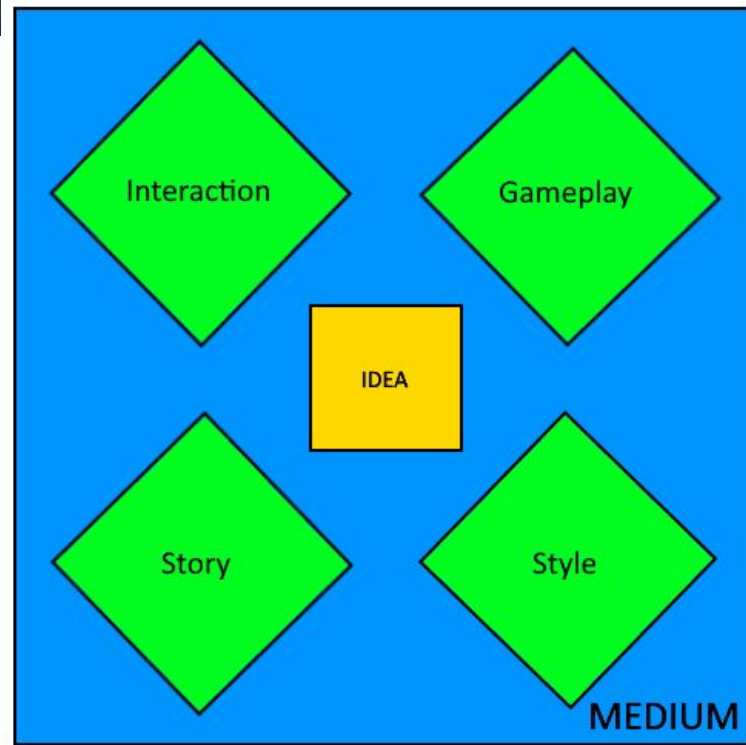
Part 3: ADDITIONAL ELEMENTS

Your Idea now has a home to prosper in.

It's time to add the other important parts of your game.

These components differ between medium

However they all form the structural reinforcement for your idea.



Part 3: ADDITIONAL ELEMENTS

Each medium contains specialized elements important to them.

Video Games:

1. Story
2. Style
3. Interactions
4. Gameplay / Mechanics

Part 3: ADDITIONAL ELEMENTS

Take a moment to think what elements would be good for your idea

Give a brief thought of what you can do for each element.

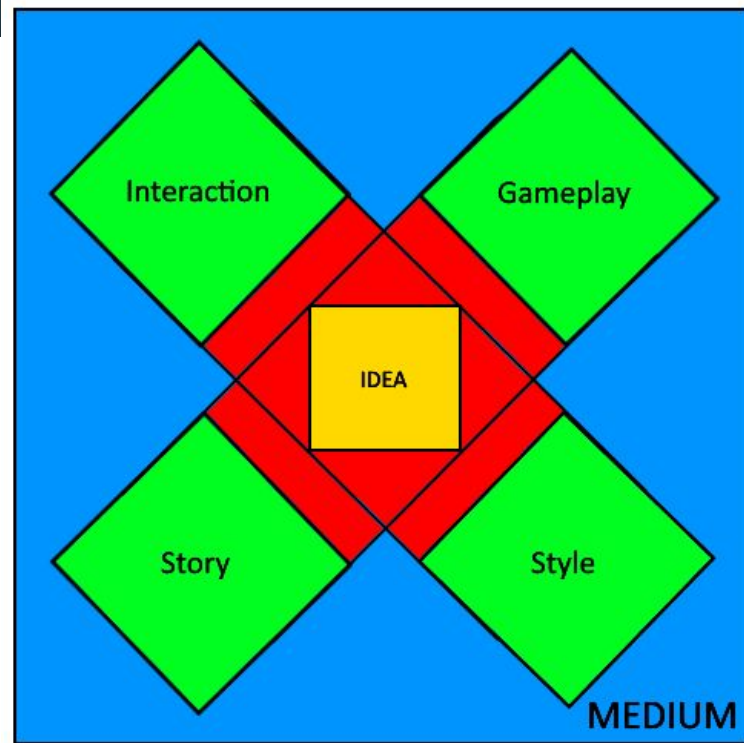
I.E. what should your story be? What trials must players undertake?

Part 4: GENERALIZATION

Our Elements may be disjointed and not fit together well yet.

They may need to be adjusted in order to be able to work together.

We can start to weave these ideas together to create a product.



Part 4: GENERALIZATION

Take a few minutes to centralize your ideas into one concept.

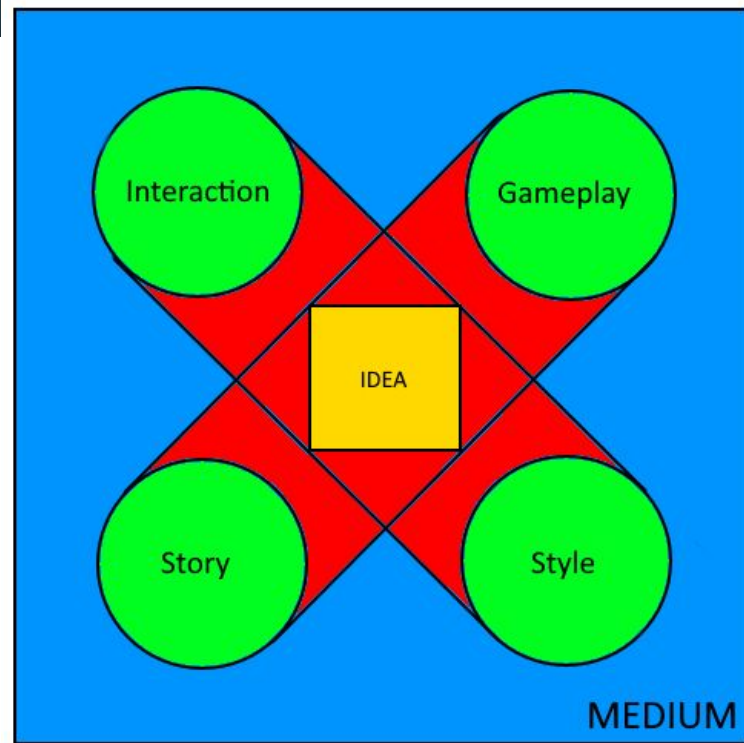
Think about how players will experience your game, and a basic idea of what they will experience.

Part 5: INPUT AND CRITIQUE

Much of the ideas previously established are unrefined.

They may have problems your own mind hadn't thought off.

Different people have different tastes and senses, seek them out.



Part 5: INPUT AND CRITIQUE

Go to another person or group and share your idea, take their criticism into account.

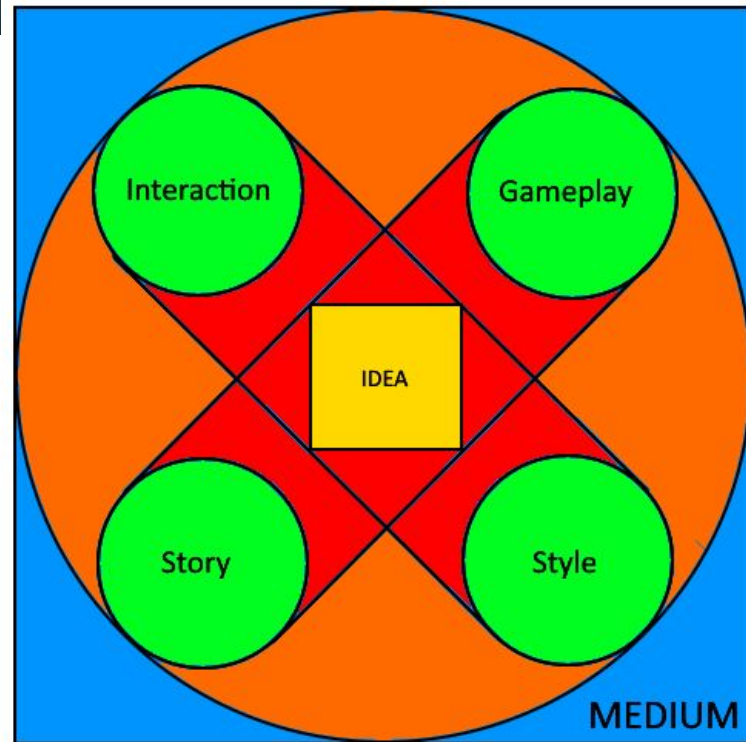
Good critiques:

1. Does the idea seem interesting?
2. Are there any underlying worries or problems?
3. Any additions that would make the idea more enticing?

Part 6: NATURALIZING

Thanks to the critique received, you have a refined game concept.

A summary can be established rounding together all parts.



Part 6: NATURALIZING

Using all the elements and ideas previously brought forth, create a semi detailed summary of your game.

Good things to add would be a title, talking about how the different elements of the medium react, e.t.c.

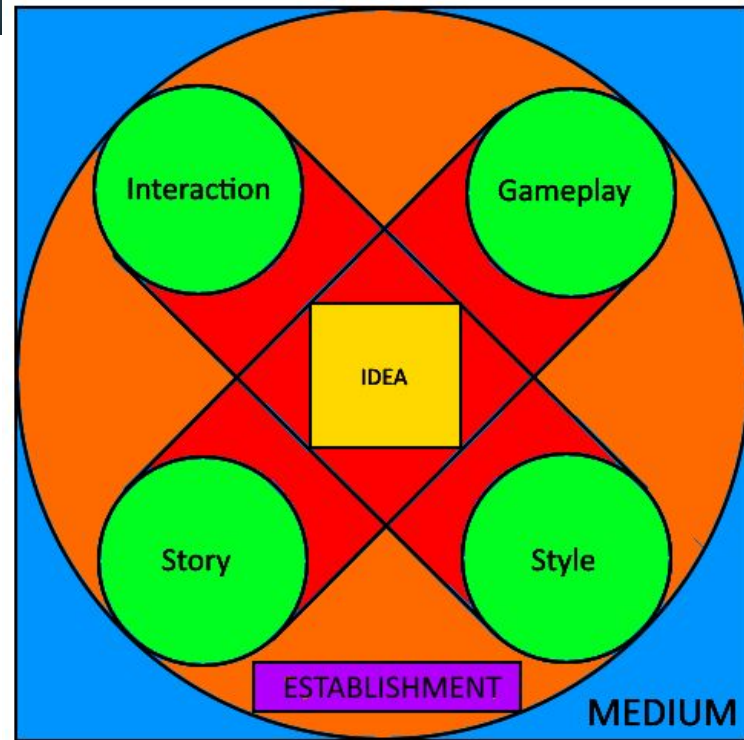
Part 7: ESTABLISHMENT

Now a fleshed out form of the game has been established.

You can now compile your idea and present it to official parties

This form of critique is more serious than the last.

The true test of if your idea will be accepted.



Part 7: ESTABLISHMENT

Each game creator will present their project at their discretion.

The council will decide their fate, whether they are approved or denied.