ART AND GAME DESIGN

April Grow, CS PhD Student
Expressive Intelligence Studio
OVERVIEW

- History
- Motivation
- Senior Project: Pattern
- Graduate Student

(Inspiration for HW)
INTRODUCTION

- April Grow, age 22
- 1st year PhD CS candidate
  - Expressive Intelligence Studio (EIS pronounced “ice”)
- Graduated last spring
  - BS in Computer Science: Computer Game Design
**HISTORY**

- Games...
  - Tell epic stories
  - Provide interactive puzzles
  - Allow personal development
MOTIVATION

- I want to tell these stories.
  - Pack an emotional punch
  - Change people’s lives
ARTIST
GAME DESIGNER

- Technical
- Marketable Skills
- Require artistic touch
SENIOR SEQUENCE

- CS Game Design Major Capstone
- Fall-Winter-Spring series of classes
  - Game & Team Design
  - Technical Design
  - Polish
**Pattern**

- Crochet Game
  - Meditative, Relaxing
  - Non-Competitive, No Combat
  - Teach basics of crochet
GAME PITCHING

- Innovative
- Personal Touch
TEAM-BUILDING

- 6-8 Members (at the time)
- Excited about the idea
- Balance of skills
PROTOTYPING

Yarn Selection
Color Selection
Add-ons
Embroidery

Press ☑ for select mode
Scroll through options (select color selection)
Scroll through wheel
Press ☐ to select
Press ◀ to deselect
Press ☑ for stitch mode

Slip Knot
EMULATED CROCHET

- Accurate Crochet
- Terrible Game
Craft to Game

- Player Experience
  - Smooth, relaxing

- Engagement
  - < 1 second, 1 second, 5 seconds, 10 seconds
  - 30 seconds, 1 minute
  - etc

Combo:
**Production**

- Art
- Music
- User Interfaces
PRODUCTION
CHARACTERS!
Screenshot!
POLISHING

- Intuitive
- Smooth
- Bug-Proof
Final Product

- Won “Best Visual Art” at the Sammy’s
  - Ceremony for CS 80K, 20, and 170 sequence games
- See the Trailer!
PhD Student

- Why?!
  - Professors
  - Projects
  - Networking
  - Comfort

GAMES AND PLAYABLE MEDIA
UC SANTA CRUZ
GRADUATE PROJECTS

- SpyFeet
- Mismanor
- Heart of Shadows
- Emotale
- Crochet Grammar
**SpyFeet**

- Exercise ARG, gameplay motivated by Narrative
  - Procedural Narrative
  - Pre and Young Teen Girls
- Watch for it in Grace’s Slides!
HEART OF SHADOWS

- Mystery ARG
  - Deception
  - Clue-Gathering
- Social Interactions
MISMANOR

- RPG with no combat
  - Brought to a manor to be sacrificed
  - Find out who/why and escape!
- Social interactions
- Traits, Statuses
- Items
- Knowledge
**Emotale**

- Social Roguelike
- No Combat
  - Social Combat?
- Emoticons + Animations
  - Little (if any) text
- Procedurally generated
CROCHET GRAMMAR

- Procedural Crochet
- Tool for Crafters
- Enable creativity!
Any Regrets? Nope!

- Never a dull moment
  - Tiny class size, Projects
  - Presentations, Meetings, Conferences
- Reading (because I want to)
- Projects (because I want to)
GOAL!

- Freedom!
  - Make evocative game experiences
  - Creative
THANK YOU!

Questions?
Comments?

April Grow
agrow@soe.ucsc.edu
users.soe.ucsc.edu/~agrow