Introductions

TAs, reader/tutors, faculty
If you want to add this class

- As of today, four of seven sections had space — most space in Tuesday 8:00pm and Friday 3:30pm

- If you have questions, start by posting to the class forum, which TAs and reader/tutors will monitor:
  https://courses.soe.ucsc.edu/courses/cmps80K/Spring12/01/forum
Teams and sections

- Games are made in teams of two — if you want to make a game with someone, get them to add the class!

- You should be in the same section as your teammate, but go to any section this week

- If you can both be in one of the non-full sections, that’s great

- If the only section you can both make is full, email the TA — will work out this week
What’s important in games like *Combat* and *Journey*?
Play
Formal system
World
Technology
Competition
Cooperation
Companionship
Accessibility and genre
Fiction
Aesthetics

The study of responses to beauty and artistic experiences
That’s what this class is about
Making and understanding games

- Game design is central — how formal rules and tuned mechanics produce play in worlds (fictional, documentary, abstract)
- A way to understand games — and to use understanding of games
- Requires understanding technology, from high-level concepts (e.g., collision detection) to basic computer science (e.g., variables) and more is useful
Course overview
Course basics

- Syllabus online: http://courses.soe.ucsc.edu/courses/cmps80k/Spring12/01
- Lecture: M/W/F 2:00-3:10pm, Media Theater M110
- Labs: weekly, starting today, in Ming Ong & Social Sciences 1
Grade components

• Making a game: 53% — using Game Maker, no programming experience required!

• Game analysis: 18% — one-page mechanics analysis and comparative essay

• Quizzes: 15% — given at lecture, using i>Clicker, covering readings, lectures, section topics, etc

• Also tutorials (7%) and midterm, etc (7%)
Making a game

• 2 person teams, using Game Maker 8.1 Full (will be installed in labs)

• Each team will make a game based on their strengths — some programming, some art, some writing, some theme knowledge, etc

• Sections will teach Game Maker, discuss game design concepts, give feedback, and include help sessions
What can you make with Game Maker?
Game project phases

- Team selection: due week 3
- Concept & physical prototype: due week 4
- Design & schedule: due week 5
- Computational prototype: due week 6
- Progress updates: weeks 6–9
- Playtestable version: due week 9
- Final game: due week 10
Sections

- Each includes one TA and 2 reader/tutors (who did well in 80K earlier years)
- This week’s section takes you through everything you need to know for the first assignment (a customized tutorial)
- This week’s section is also a chance to get to know other people in your section, look for potential teammates
Sections

Mon 4:00 PM - 5:45 PM Aaron Reed
Mon 6:00 PM - 7:45 PM Aaron Reed
Tue 6:00 PM - 7:45 PM Julia Kelly
**Tue 8:00 PM** - 9:45 PM Julia Kelly
Wed 6:00 PM - 7:45 PM Eric Kaltman
Thu 1:00 PM - 2:45 PM Eric Kaltman
**Fri 3:30 PM** - 5:15 PM Julia Kelly
Lectures

- Readings from *Game Design Workshop* (required text) or available free online — read for Friday!
- Lectures by professor and visiting researchers/developers
- Lecture slides posted afterward to aid review — don’t need to write down everything on the slides
Library Facilities

- Science and Engineering Library is developing a collection of computer games
- Can check out NES, SNES, N64, PS2, Wii consoles (have 5 each)
  - Along with games of design distinction
  - Go to checkout desk with student ID to check out games
  - Need to reserve Wii - popular
- Classic console lab
  - Important historical consoles
    - NES, SNES, Genesis, PS1, Saturn, N64, Dreamcast, Xbox, GameCube
    - Soon Japanese PS2
  - Get key from checkout desk
- 260+ titles in collection
  - Deep collection of RPGs and Space Shooters (shmups/STG)
- Created specifically for this class, so please take advantage of this resource
Reaching us

• 80K forum (linked from syllabus): https://courses.soe.ucsc.edu/courses/cmps80K/Spring12/01/forum

• TA email addresses on pages linked from syllabus

• Office hours — Noah Mondays at 3:30 (right after this class, in DARC 139) and Thursdays 1pm (in E2 271). Check SoE profile page for changes/cancelations
Questions now?
Upcoming

• Attend section this week
• Buy the book, *Game Design Workshop* (2nd edition) and i>Clicker. Should be at Bay Tree
• Register i>Clicker for Wednesday
• Read a chapter for Friday
• Start the first tutorial (due in next section)
• Look over the syllabus, start experimenting with Game Maker — play some GM games?
Register Your Clicker

Thank you for using i-clicker! Please complete the form below. Your professor will then be able to give you credit for using your i-clicker in class.

NOTE: If you registered your i-clicker in Spring or Summer 2011, you will need to register again for Fall 2011. Your registration is valid through the end of this term.

If your remote ID has rubbed off or is illegible, you can locate your remote ID by using our lookup tool. Do you still have questions about registration?

First Name: ___________________________
Last Name: ___________________________
Student ID: ___________________________
Remote ID: ___________________________

Having trouble finding your clicker ID?

ffxse

Please type in the verification word in the image above.

http://www.iclicker.com/support/registeryourclicker/
Finally...

start thinking about games and teams