Games

What jobs are needed to make a game?
The learning objective
To understand the wide variety of roles and jobs available in the games industry
What is gaming?
What roles do you need to make a board game?

- Producer
- Gameplay designer
- UX/UI designer
- Concept artist
- Artist
- Games tester
- Sales executive
What roles do you need to make a Scratch game?
Decide on your roles

Board game
- Producer
- Gameplay designer
- UX/UI designer
- Concept artist
- Artist
- Games tester
- Sales executive

Scratch game
- Gameplay designer
- Concept artist
- Artist
- Sound designer
- Generalist programmer
- Games tester
- Sales executive
Design your game

Our board game

What is the game going to look like? The design?

Which characters are you going to use?
Design your game

Scratch game

Our Scratch game

Which game are you going to make?

- Chase game
- Pong game
- Animate an adventure game
- Clicker game

Watch the tutorials.

Go to: https://scratch.mit.edu/projects/editor/?tutorial=all

What are the rules of your game?

How do you win your game?
Make your game
Test your game
Pitch your game
Evaluation

• How do you feel about your game?

• Do you understand more about the variety of job roles in the games industry?

• Did anything unexpected happen?

• Are there any improvements you could make?
Plenary

Learning objective: To understand the wide variety of roles and jobs available in the games industry

• How important was your role to the final project?

• Did you enjoy your role?

• Was there a role you would rather have been doing and why?

• Were there any roles missing? (refer back to sticky notes)

• How effective was your team?