Games Design

Description

In Games Design, students develop and design their own card and board games from the ground up. Students analyzing and deconstructing existing games to learn about game mechanics, themes and probability.

Students then design their own games, taking into account the element of chance and the probability of certain circumstances occurring. They use instructional writing skills to develop rules, statistics and probability to ensure game balance and risk-to-reward ratios, and visual communication and design skills to develop their cards, boards and other components.

Also a game. They will finish the year with their very own, shiny and professional looking game which they can then beat all their friends at using their detailed knowledge of it's inner workings.

Skill Development

The course focuses on improving student understanding of:
- Game design
- Statistics and Propbability

Possible Assessment Tasks

- Written game analysis
- Redesign an existing game
- Design and produce a brand new game

Activities/Camps/Excursions

Design Process, exploring game design and producing game prototypes.

Career Options

Game designer