

# THE ROLE OF THE GAME DESIGNER

# WHAT DO GAMES DO?

Offer us unique opportunities to:

- tell stories
- explore characters
- communicate ideas
- interact with other

# ROLE OF THE GAME DESIGNER

- Advocate for the player
- Its all about the gameplay
- focus of the player experience

# PLAY TESTERS

- Offer feedback on the game experience
- Incorporate them from the beginning
- Invaluable Asset
- Will make your game stronger
- Object Feedback

Not a One Way  
Conversation

CONVERSATION



PARTY TIME

Listen to Your

Players

Players



# Fluid/Organic Process

PROCESS

What Do you  
Need?

Need?

# WHAT YOU NEED

- Love to Create Games
- Passion for Games and Playing
- Dedication
- Communication
- Teamwork
- Process and Structure
- Inspiration
- Creativity

# LAB - GREAT DESIGNERS

- 1. Shigeru Miyamoto
- 2. Will Wright
- 3. Sid Meier
- 4. Warren Spector
- 5. Richard Garfield
- 6. Peter Molyneux
- 7. Gary Gygax
- 8. Richard Garriot