Introduction to Game Design Workshop

Course Overview

This hands-on course introduces students to the fundamentals of game design. Through discussion, activities, and creative exercises, students will:

- Discover different game genres
- Understand character roles and storytelling in games
- Create and present their own game story concept

Course Schedule

Week 1: Introduction to Game Design & Game Types

- Explore why people play games and what makes them fun
- Learn genres: Action, Adventure, RPG, Simulation, Strategy, Puzzle, Platform, Multiplayer
- Sort games into genres and discuss favorites
- Brainstorm a game idea you'd like to design

Week 2: How Games Work – Core Elements

- Learn about goals, rules, challenges, rewards, and player choice
- Analyse a familiar game and design a simple game idea

Week 3: Characters in Games

- Identify protagonists, antagonists, supporting characters, NPCs, and bosses
- Create your own characters, defining their appearance, abilities, personality, and motivations

Week 4: Storytelling in Games

- Understand story structure: setting, beginning, conflict, rising action, resolution
- Plan your game world, main problem, and player progression

Week 5: Designing Your Own Game Story

- Combine genre, characters, and story into a complete game concept
- Develop your game: title, genre, protagonist & antagonist, setting, story summary, and player goal
- Prepare for presentations

Week 6: Presentations & Reflection

- Share your game story with the class using drawings, slides, posters, or storyboards
- Give and receive constructive feedback
- Reflect on your design journey and improvements for future projects

Duration: 6 Weeks
Lesson Length: 1.5 Hours/Week
Proposed times:
Tuesday evening 6:30-8:00pm
Wednesday evenings 6:30-8:00pm

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