

SCHOOL: Media & Communication

Program name	Masters of Animation, Games and Interactivity	Program code	MC232	Office use only
Course/unit name	Advanced Play Design	Course/unit code	GRAP2580	
TAFE National Module Unit of Competency (UOC) name		TAFE National Module Unit of Competency (UOC) ID		School date stamp

Assignment no.	1	Due date	23rd Aug, 2018	Name of lecturer/teacher	
Campus	City	Class day/time	Thurs, 4.30pm	Tutor/marker's name	

STUDENT/S

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Advanced Play Design: Folio 1
Courtenay Price
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Week 1 - Observation

<http://magistudio.net/work/advanced-play-design-week-1-just-google-it>

As a game designer and comic creator, I often find myself relying too much on expository dialog to move the narrative along. While the words a character says are certainly important, I wanted to explore more subtle means of conveying information about them.

I also have a great interest in how characters use spaces, both physical and digital. So this experiment was me attempting to convey things about a person through a list of their past actions – specifically, their search history.

Week 2 - Tinkering

<http://magistudio.net/work/apd-week-2-tinkering-courtenay>

I have had the original prototype for this week's experiment sitting around for the longest time, but prior to this experiment I had no idea what to do with it. Level design is one of my weakest points, so I decided to use this week to give it a go (while also cleaning up some messy code behind the scenes).

Exploring level design in this way also made me rethink the game itself. While I had initially planned for it to be a traditional side-scrolling platformer, having to continuously dodge enemies in an enclosed space also proved quite entertaining. I would not have considered this had I not been tinkering.

Week 3 - Play & Materiality

<http://magistudio.net/work/apd-week-3-play-materiality-courtenay>

I have a great deal of interest in the materiality of the computers in which my games are played. During my bachelor's, I briefly experimented with the idea of turning a player's computer into a fictional work space by creating [Tech Support](#).

This was an experiment in taking that a step further, in which I aimed to create a game experience that made the computer feel like a confusing, old machine, rather than a work computer. While there are many games out there that do similar things, few go the extra step into incorporating the physicality of the computer itself into the experience.

Also, I really love taking notes on paper for games. It sort of fell out of fashion after games became capable of keeping a record of important documents for the player. However - something about the physicality of a notebook or a game manual has always appealed to me. Letting players take their

own notes can provide a great sense of accomplishment, especially when they are used to overcome a puzzle or map out an area. On the flipside, providing players with a list of instructions can make them feel like they're "researching" as part of the game. So I tried to incorporate both of those things as well.

Week 4 - Place

<http://magistudio.net/work/apd-week-4-place-courtenay>

I have difficulties designing games that are not played on a computer, so for this experiment I tried getting out of my comfort zone. I figured that designing a game that required people to move around a space would help me consider other avenues of storytelling and gameplay.

Also, I rarely ever write for children, and that's a shame. There's something satisfying in simple fantasy stories, and a pirate searching for treasure is pretty up there.