

What is the difference between Game Designer and Game Developer?

Dwight Sullivan
Senior Game Developer

Commodore 64



Commodore 64

Apple Macintosh 512



Commodore 64

Apple Macintosh 512

The beginning 1989





PINBALL!



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- 6809 8-bit Assembler



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- **Seat of the pants programming**



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- **Iterations are everything**



- **Board game design overlaps with many other flavors of games**



- Board game design overlaps with many other flavors of games
- Helping someone else is harder than it looks



Slot Machines



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- This is what software engineering is all about



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- 6 Second games!

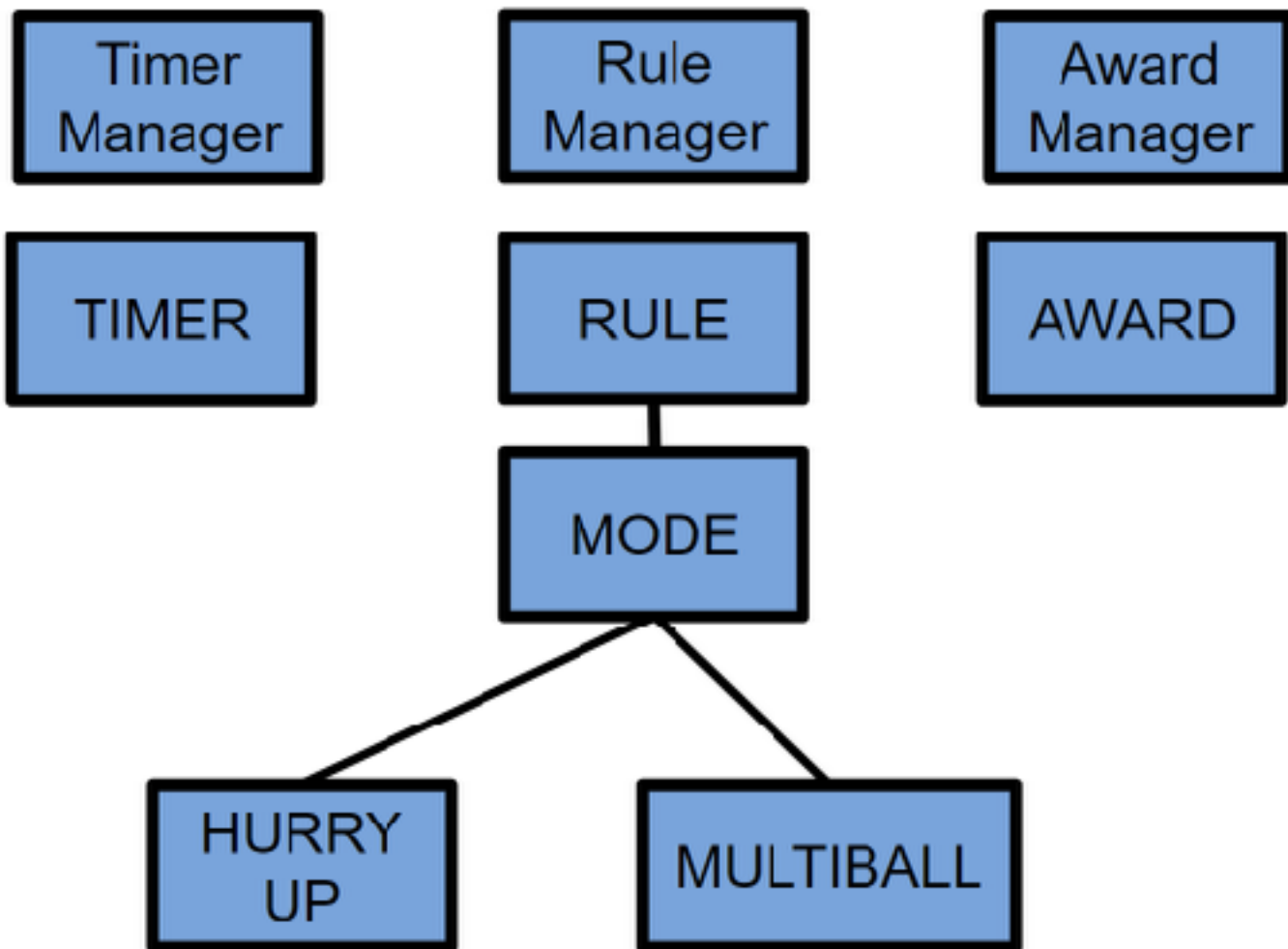




- **Back in Pinball**



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- **Brought what I learned at WMS**



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- Allow the player to have fun.

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 - Implementation and execution are everything

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 - They are your friend

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- Always remember that Game Design is about creating fun

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- Satisfaction in seeing a plan come together
- Creating Fun is about evoking emotions

A game about game design process

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I just need a few volunteers

A game about game design process

I just need a few volunteers

If you would like to play please take out your credit card and ...

Here is how it works

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- 8 people will represent **players** of the target demographic, 2 groups of 4

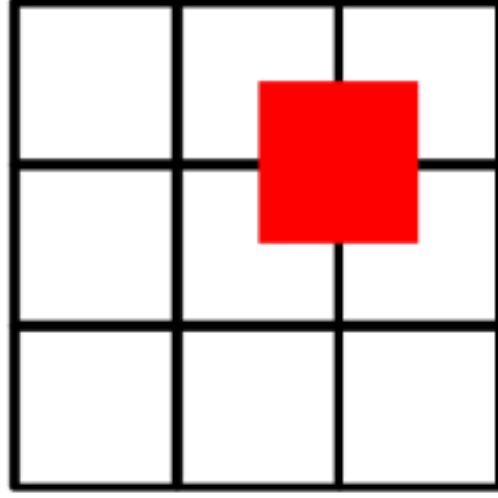
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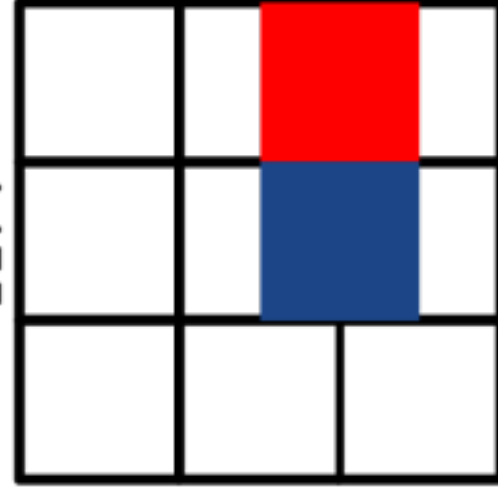
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- Iteration: Each team will switch and for 3 minutes talk to the other **4 players**

LEFT



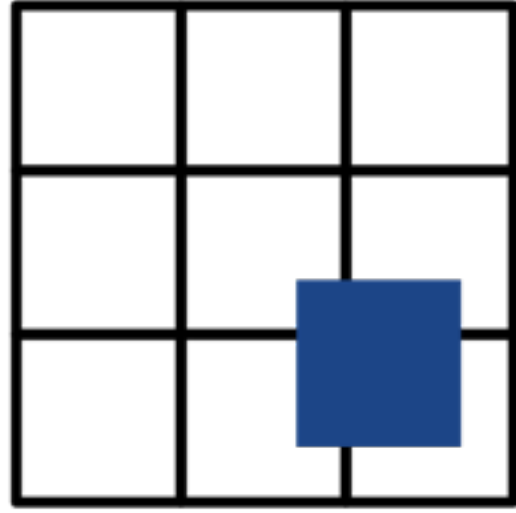
RIGHT

LEFT



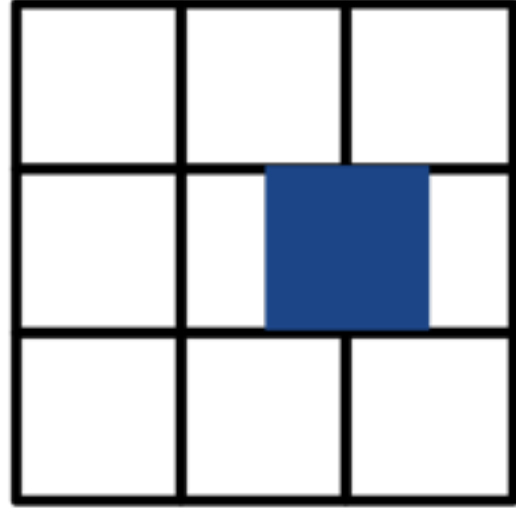
RIGHT

LEFT



RIGHT

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RIGHT

What did we learn?

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What did we learn?

- You have to listen to your players
- Iteration is important
- Designing creative content is different from designing technical solutions

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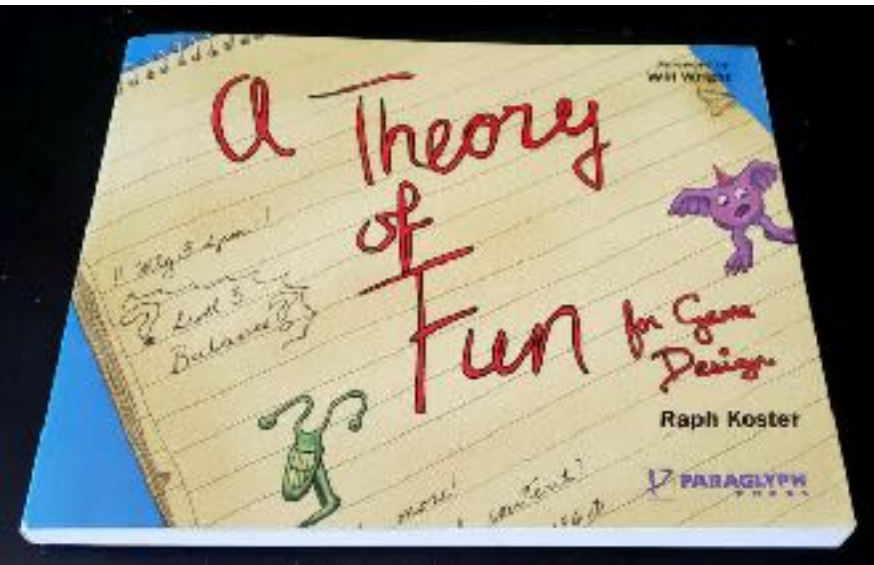
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1. Iterations are everything
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3. Give the player what *they* want
4. Help the person with the vision make their game

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2. Don't write “seat of the pants” code
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5. Creating fun is about evoking emotions

The Art of Game Design,
A Book of Lenses
By JESSE SCHELL



A Theory of Fun for
Game Design
By RAPH KOSTER

QUESTIONS?



**Thank
you for
your
time!**

