Experimental Game Technologies

Prof: Stephen J. Guy
Welcome!

• Course Overview
• Syllabus
• Next few weeks
What is an “Experimental Game”

• Too hard to answer!
What *isn’t* an “Experimental Game”

- Artist-designed levels
- Fixed player experience
- Controlled by a mouse & keyboard or game pad
- Which use graphics and physics engines only as passive algorithms
Experimental Aspects

• Unusual user input/user interaction models

• Detailed interaction with physical simulation engine

• Procedurally generated content

• Etc...
Experimental Games Examples
What Else

• Narrative-based Games

• “Serious” games

• What are you ideas?
Remember

• This is a CS department course!

• The focus will always be on algorithms
  – Though I’m happy to incorporate other elements for discussion
Guest Lectures

• Professors working in related areas:
  – Graphics, AI, VR, User Interfaces

• Experts from local industry

• I’ve sent out some invitations, I’ll keep you posted
Presentations

• I’ll put together a list of papers/topics

• Everyone will read the papers

• Each person will lead a few discussions throughout the semester.

• Everyone will participate in the discussion
Facilitated Discussions

Questions about Paper #3

- "I didn't like it"
  16 minutes ago

- "I liked the author!"
  20 minutes ago

- "Why did the authors do such a stupid thing?"
  21 minutes ago
Next HW

• Game Jam #1

• ~1 week to make an “experimental” game

• Find a partner this week (optional), I’ll announce the theme next week
Final Project

• Very open ended

• Explore the theme of the course through a project

• Check-in presentations throughout the semester