

THE CENTRE FOR DIGITAL MEDIA

Dr. Dave Fracchia
Professor, Game Design

October 13, 2016

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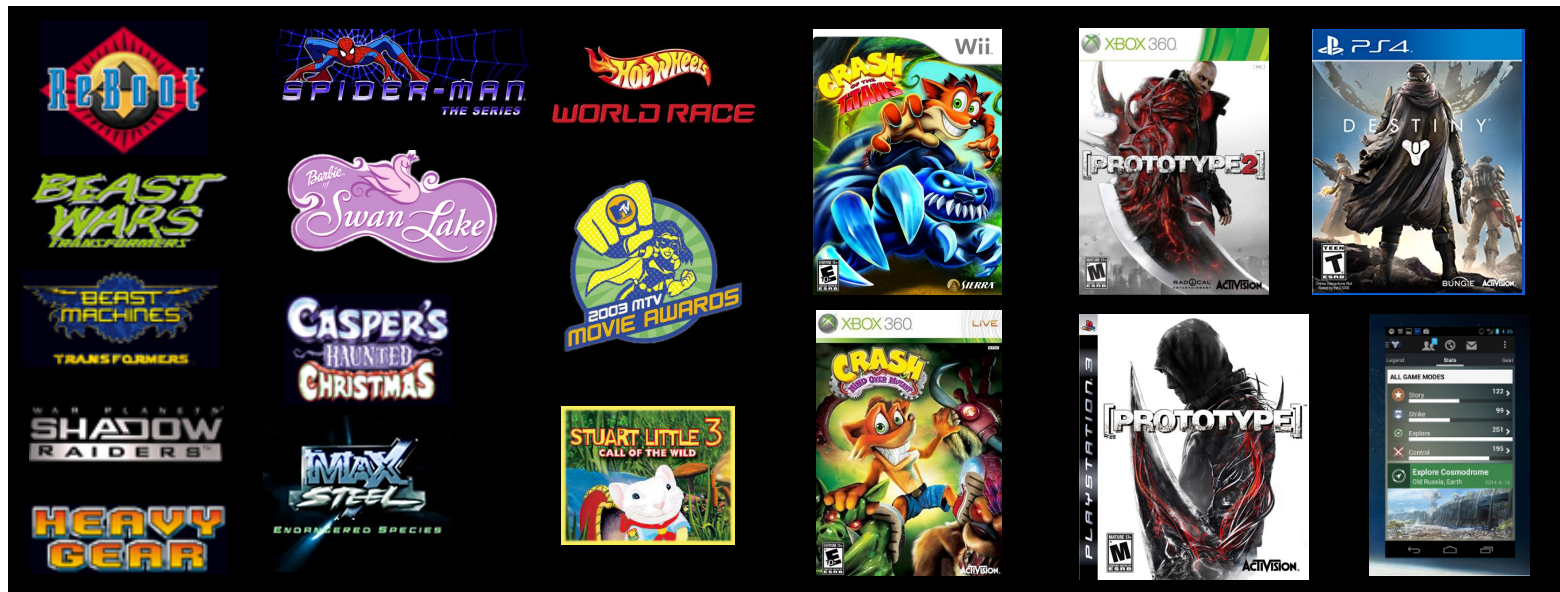
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Dr. Dave Fracchia



- professor, Centre for Digital Media
- former Studio Head, VP Technology Radical / Senior Director, Activision
- former VP Technology, Mainframe / Rainmaker
- former Professor at SFU (computer graphics)
- former Lecturer at Yale University (math, CS)



GAME DESIGN

Mechanics (actions, objects, space)



Dynamics (strategies)



Aesthetics (experience)



<https://thecdm.ca>

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Teamwork

Learn listening skills, conflict resolution, making & receiving offers, trust development, managing roles & responsibilities.



Design Process

Learn iteration, pipeline creation, rapid prototyping, critique & reflection, context mapping, user experience, ideation, risk assessment, risk mitigation.



Self-Awareness

Learn goal setting, self-reflection, learning outcomes, self & peer assessment, documentation—design & blogging, self-initiative.



Time Management

Learn role definition, scope—personal & project, management strategies, setting measurable goals, pipeline management, change management.



Articulation

Learn elevator pitch; pitch structures; body awareness; expression of ideas—written, drawn & spoken; client management; documentation; research.



Information Literacy

Learn creative rights, context mapping, technological trajectories, consumption—genres & audiences, business models.



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V2 GAMES



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Climate Change Research Cluster

Development of Prototypes for New Tools
Industry Project Proposal (Spring 2017)



Serious games at school (USA)

- 62% teachers have used games to simulate and supplement learning.
 - (Harris Poll, 2014 -Pearson-, 1000 teachers K12, USA)



Takeuchi, L. M., & Vaala, S. (2014). Level up learning: A national survey on teaching with digital games. New York: The Joan Ganz Cooney Center at Sesame Workshop

<http://www.gamesandlearning.org/2014/06/09/teachers-on-using-games-in-class/>

Two-thirds of US students are taught climate change badly, study finds

Just 38% of US schoolchildren were taught that climate change is linked to fossil fuels, with many teachers spending less than an hour a year on the subject



📷 The findings suggest that the generation most affected by climate change is not getting the education they deserve, say the report's authors. Photograph: Jonathan Hayward/AP

<https://www.theguardian.com/environment/2016/feb/11/two-thirds-of-us-students-are-taught-climate-change-badly-study-finds>

GAMES AS FORCE MULTIPLIER

.1%

6%

10%



Study of Impact of Games in the Classroom, July 2016

Filament Games and the Sun Prairie School District in Wisconsin

<https://www.filamentgames.com/blog/planet-mechanic-classroom-study>