A New R&D Process for Game Design

















EXPerimental Mobile

Games

Group



Participants From:

- High-School
- College
- Graduate School





Different Skill Levels



Different Equipment Levels









Starting Goals

- Generate new ideas for the lab
- Include as many of the lab fellows as possible



First Meeting





Emerging Priorities

- Inclusive Process
- Quick, 1-month prototypes
- Promote Intergenerational learning



Meeting 4 - Second prototype is due. 1 Month Life-Cycle The group critiques the project and provides suggestions for future iterations. of a Mobile Experiment Meeting 2 - Vote on ideas submitted by group members. Choose an idea and continue to hone it as a group. Between week 1 and week 2 the group reads two articles recommended by the presenter. Individual group members are invited to generate. relevant game ideas and submit them before meeting two. Meeting 3 - First prototype of the game is due. The group discusses progress and next steps. Meeting 1 - A researcher or content expert gives a 20-30 minute mini-lecture on a Ci3-related topic of their choosing. The rest of the meeting time is used

to discuss the topic and introduce several possible

game directions.



Speakers

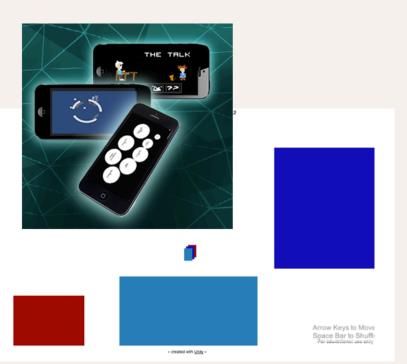














Who Benefits?

Students

(participate in the design process)

Prototyper/Developer

(rapid prototyping practice)

Organization

(try new ideas to see what sticks)



How Does it Scale?



Take-Aways

- Not a Gated Community
- Liberating to work on other people's projects
- Jump in



EXPerimental Mobile

Games

Group



Thank You!

@taylorjames9

James A. Taylor Game Designer/Developer taylorjames9@gmail.com 323-743-0758

Find more at gccmobile.wordpress.com

