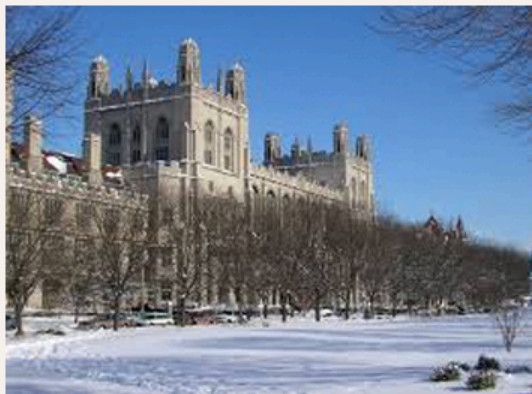
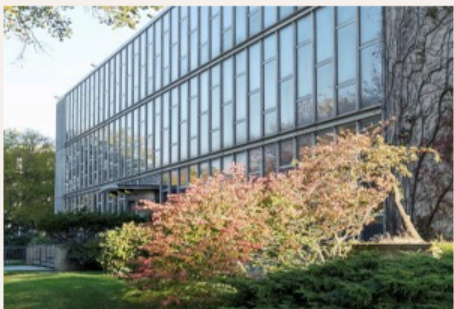
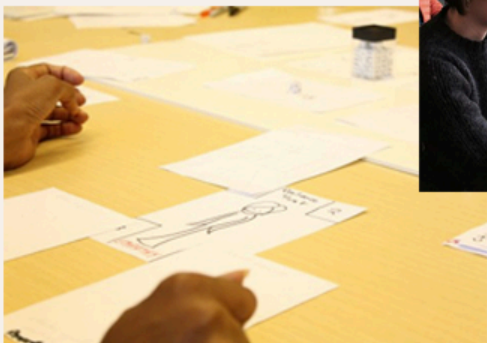


A New R&D Process for Game Design





Experimental

Mobile

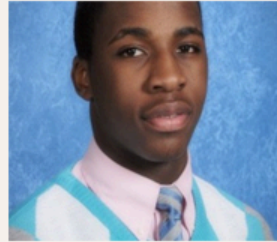
Games

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



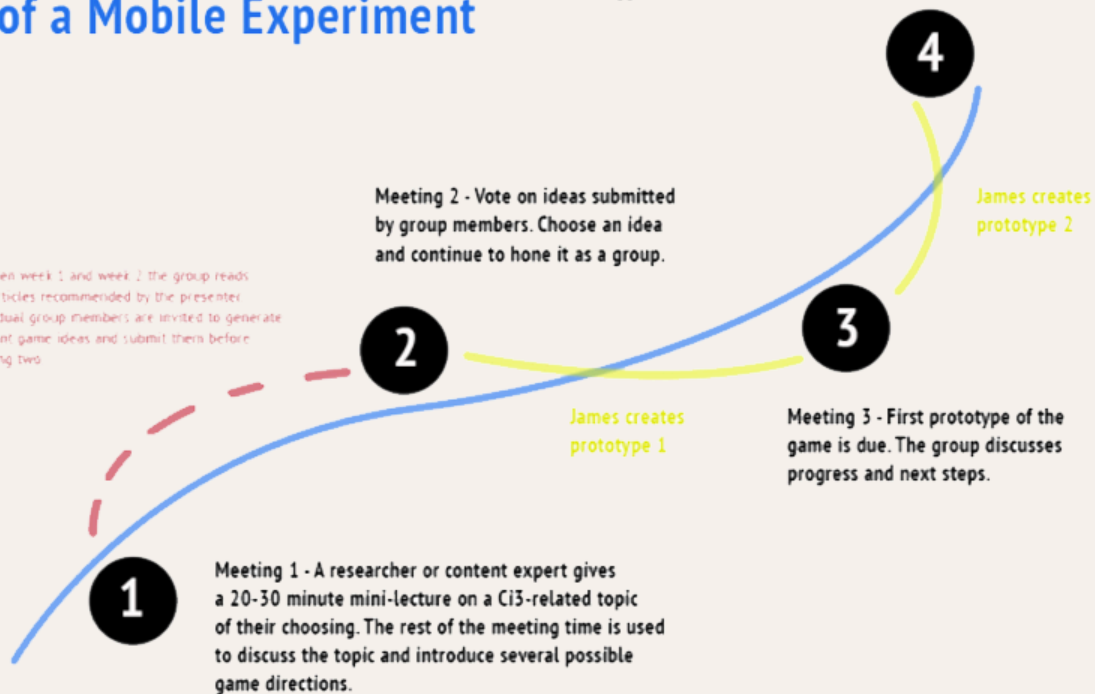
Emerging Priorities

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



1 Month Life-Cycle of a Mobile Experiment

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.



Speakers





Arrow Keys to Move
Space Bar to Shuffle
For education use only

• created with **LSO** •



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!

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