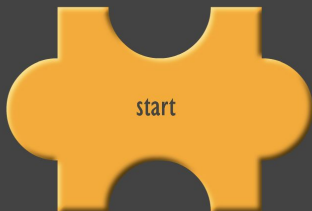


It Can Be Two Things: My Career As A Game Designer



Elizabeth Sampat
@twoscooters





how to be happy



Nineteen

by Elizabeth

Rewind

Restart

Share

I was **twelve** the **last time** I **tried** to kill myself. That was **nineteen years ago**.

This story was created with
Twee and is powered by
TiddlyWiki

You're here because someone felt hurt by your actions, whether or not you intended to hurt that person.

There's a saying: "Intent isn't magic."

That means that whether you intend to harm someone does not change whether that person was harmed.

But: intent is still real, and it matters.

I did mean to harm someone.

I did not mean to harm someone.

EMPATHY ENGINES

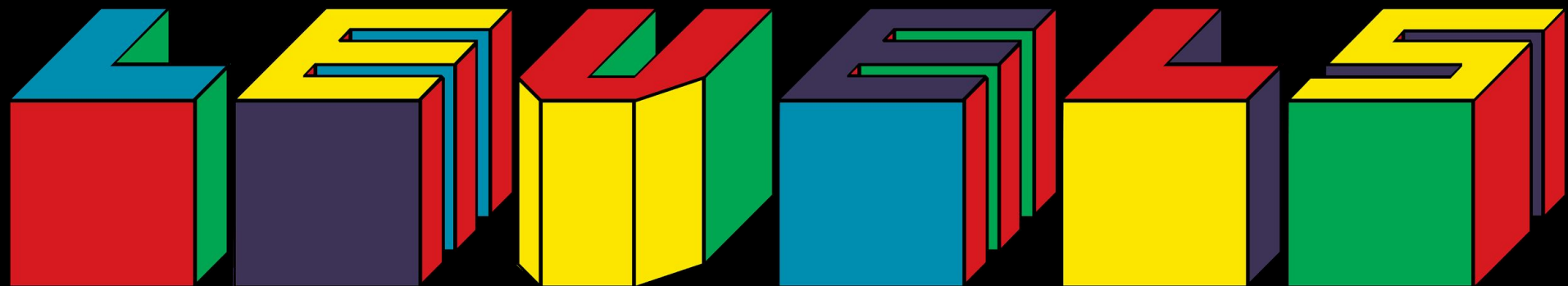
Design Games That Are
Personal, Political, and Profound





INDIE

A decorative banner with a floral pattern. The banner has a light blue background with a dense arrangement of pink, red, and yellow roses and smaller flowers. The banner is framed by a dark green, ornate border. The word "INDIE" is written in large, white, bold, sans-serif capital letters across the center of the banner.





Would you ever...?

A medium shot of Tyra Banks with short, wavy blonde hair, wearing a bright blue sleeveless dress. She is looking slightly to her left with a questioning expression. The background is a blurred interior space with a large potted plant and a window. The text "Girl, really?" is overlaid in white with a black outline at the bottom center of the frame.

Girl, really?

HIGH
SCORE



Designing with empathy





Round 2

rifler

Round 1

~~Design + Game = Empathy~~

Design + Empathy = Game

Announcement:

PLANTS vs. ZOMBIES



HOT

NEW

TOP

WIKI

WANT TO JOIN? LOG IN OR SIGN UP IN SECONDS

14

^
7



Er du single? Vores medlemmer vil date intelligente reddit-brugere.

promoted by Singledk

promoted

YOU ARE NOT A MEMBER OF THIS COMMUNITY. PLEASE RESPECT THAT BY NOT DOWNVOTING.

^
8



twinalot7 is an egghead

Need help with a level? Ask here

self.PlantsVSZombies



submitted 1 month ago by troop98



I've got a shitload of... MOUNTAIN DEWWW

- announcement

61 comments share

^
1



PvZ2 Idea

PvZ2 Idea: Strength Magnifications and a Star Difficulty System.

self.PlantsVSZombies



submitted 3 hours ago by ElectroX44



Red Stinger > everything else

1 comment share

^
4



PvZ2 Question

Glitches?

self.PlantsVSZombies



submitted 13 hours ago by OCDevv

2 comments share

^



Meta

DotD #725: Free Talk

self.PlantsVSZombies

search



SUBMIT A NEW POST

MESSAGE THE MODERATORS

username

password

☐ remember me reset password

LOGIN

PlantsVSZombies

SUBSCRIBE

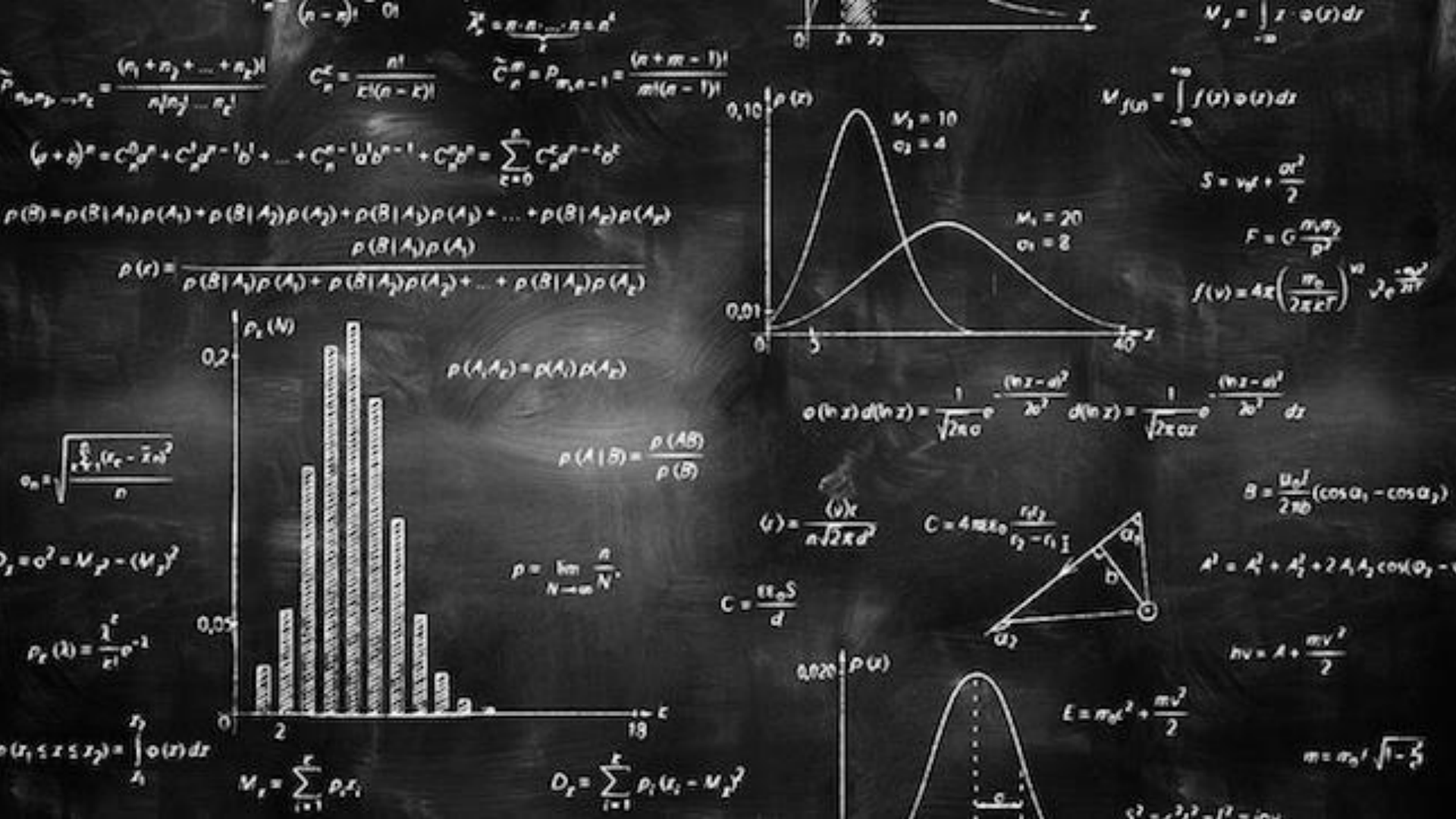
2,248 garden defenders

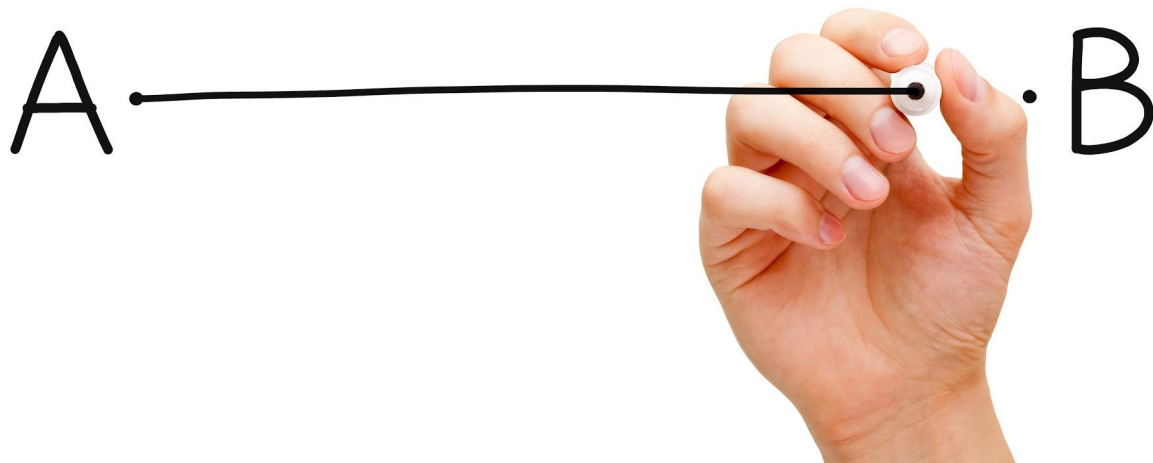
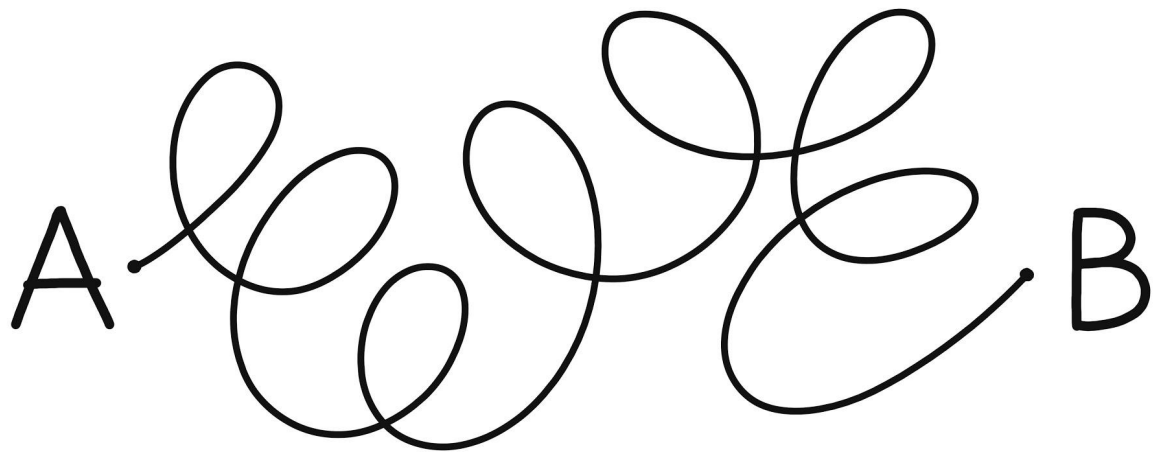
Plants Vs Zombies is an exciting series of games by Popcap, spanning over many Genres such as Tower Defense, Third person shooter, and a Strategy card game. This subreddit is a hub for all of the games in the PVZ series.



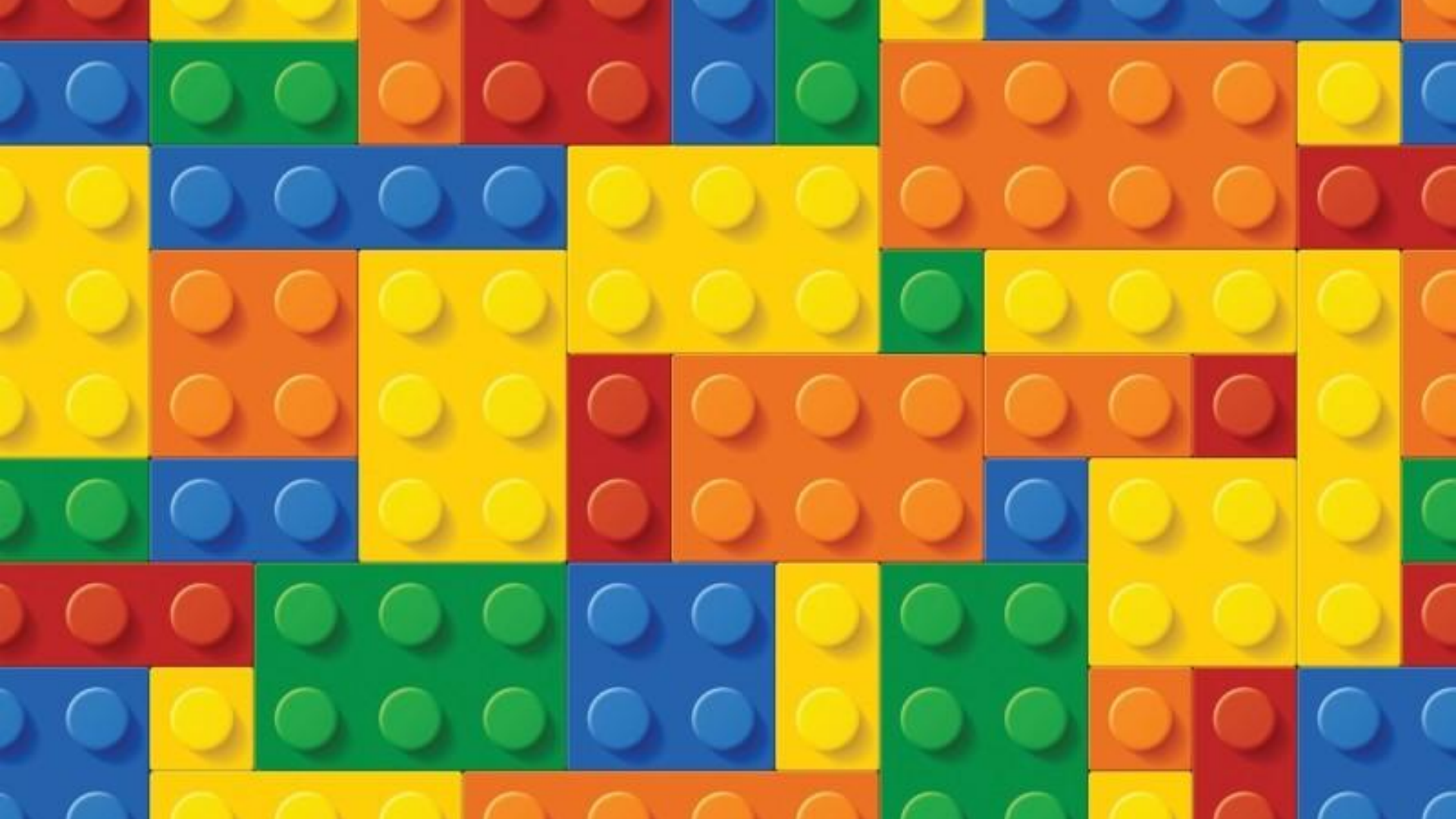


Unique Solutions to Common Problems





All Systems Are Systems





CLONE WARS!!



Strategy Defense
+ Dense single-player experience

Strategy Defense
+ Dense single-player experience
= No paying audience



10 BINGOS REMAINING

99 15

Bingo!

Bad Bingo!

Got a Chest!

Bought a Card!

B I N G O

12	36	52	65	69
9	23	42	62	72
3	35		58	68
10	29	43	48	74
31	49	56	71	

1

2

3

4

THE GAME
YOU KNOW
AND LOVE!

BINGO!



15 Bingos Left
91 Players



B	I	N	G	O	
2	18	30	46	71	
14	21	41	51	60	
1	B	I	N	G	O
5	17	33	49	67	
9	23	34	50	75	

B	I	N	G	O
3	28	33	57	75
15	17	39	54	68
6	19	★	59	61
13	20	34	51	71
1	23	42	48	67



George Co



Lolita M



Jack hope

Win bigger prizes & more coins!



- Gameplay Designer
- Systems Designer
- Feature Designer
- Content Designer
- AI Designer
- Combat Designer
- Monetization Designer
- UX Designer
-

I choose all of the above.

The Bar is Higher

**CAN'T BE BLOCKED BY A BROKEN
BUILD**

**IF YOU DON'T CHECK
ANYTHING IN**



monopoly house rules



All

Images

Videos

Shopping

News

More

Settings

Tools

About 643.000 results (0,49 seconds)





Confidence is contagious.
So is lack of confidence.

-Vince Lombardi



20 Million Players = 2.5 million games =
570 years

**“Remembering you are going to die
is the best way I know to avoid the
trap of thinking you have something
to lose. You are already naked.**

**There is no reason not to follow your
heart.”**

Getting Shit Done



TIME

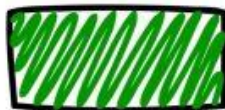
TASK 1



TASK 2



TASK 3



TASK 4



3 or more collaborators =
We need an adult



**Blind spot
Take care**





Recognize your weaknesses
And ask for help

It can be two things

I NEED to make games

GUIDE

17 INITIAL GAME CONCEPTS

Ethiopia Field Test Research

- This document shares our research insights from game testing in Addis and Arba. It includes the following:
- ▶ Data Collection
 - Insights Overview
 - Roles
 - Play
 - Culture
 - Insight
 - ▶ Program Recommendations
 - ▶ Game-Specific Recommendations
 - Modeling
 - Storytelling
 - Design Games
 - Active Play
 - Other
 - ▶ Pedagogy Recommendations
 - ▶ Models for Distributed Peer Activity from Games

CLUB STRUCTURE

TEACHING GAMES

- ▶ Best Practices for Facilitators
- ▶ Procedures around Play
- ▶ Teaching Games
- ▶ Post-game Reflections
- ▶ Possible Issues
- ▶ Best Practices

BETTER TOGETHER

Summary

- ▶ Cooperative puzzle-solving game
- ▶ Work together, match a random number
- ▶ Compete with other groups

Requirements

- ▶ Teams of three players
- ▶ 10 to 15 minutes
- ▶ 18 Tokens per team
- ▶ 3 different types of Tokens
- ▶ Randomizer/toss-stones (see page 22)

Circle

HOW GAMES ACCOMPLISH GOALS (v1)

HOW GAMES ACCOMPLISH GOALS (v2)

This document reviews the four games selected for development and explains which learning goals they address. As development continues, the learning goals may continue to shift. However, there are some topics we are definitely not going to have our games explore. Please see the end of this document for notes on which learning goals the games are certainly not addressing.

Sacrifice

Recognition

Opportunity

- ▶ Choose an epitaph card and place it on your champion, in some way that reflects her story.
- ▶ Put a token on the card you choose.
- ▶ Say "My champion is _____ and this is where her story begins next time."

Toss stones:

- ▶ 6 = Success
- ▶ 3, 4, 5 = Mixed outcome
- ▶ 0, 1, 2 = Try again or differently next time

Invest in your strengths:
Add a token to one of your cards.

Act out the scene:
Ask a question.

- ▶ The active player acts out asking a question about the situation.
- ▶ The other players act out the situation, including their own champions and any other people.
- ▶ The players continue acting until the question has been answered.

CHAMPION GIRLS

Summary

- ▶ Small group story-telling game
- ▶ Create a situation in need of a solution
- ▶ Invest in heroic qualities
- ▶ Take turns working to resolve the situation

Requirements

- ▶ Group of three to five players
- ▶ 30 to 60 minutes

GAME DESIGN, AFRICA: BEST PRACTICES

MOBILE GAME INTEGRATION

MOBILE LARGE-SCALE INTEGRATION

- ▶ Introduction: Creating An Ecosystem
- ▶ What Is An Ecosystem?
- ▶ The "Hub And Spoke" Approach
- ▶ Reversing The Wheel
- ▶ Basic Learning Page: Overview
- ▶ Basic Learning Page: Logic
- ▶ Basic Learning Page: Profile
- ▶ Basic Learning Page: Circles
- ▶ Basic Learning Page: Games
- ▶ A Sustainable Ecosystem
- ▶ Full Circle

WHO AM I

Summary

- ▶ Team-based guessing game
- ▶ Invent clues
- ▶ Compete with friends

Requirements

- ▶ 5 to 15 players

OTHER ROADS

5

+

600

+

SALE!
24 days left

7



Gwen's Boss ★ ★ ★


x1


x1


x1


+

Defeat the Evil Gummy Bear in 30 moves!

PLAY ⚡ 1

1 
Yufeng
37,000

2 
Shawn
31,000

3 
Gene
25,000

4 
Gordon
18,000

5 
Jinghan
12,000

CHALLENGES

★ ★ ★
NEEDED:







Gwen's Bos
0

MOVES
30

100%


								
	 2	 2	 2			 2	 2	
 2	 2	 2	 2		 2	 2		
 2		 2			 2		 2	
								
								
								
								
								


x1


x1


x1


+


+


+5







A hand holding a paintbrush is shown painting the Earth, which is depicted as a large sphere with green landmasses and blue oceans. The background is a dark, starry space. The text "Thank you!" is written in a large, white, serif font across the center of the image.

Thank you!

Elizabeth Sampat
@twoscooters