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| **Minor Award Name** | Games Analysis and Design |
| **Minor Award Code** | 5N1651 |
| **Level** | 5 |

**Suggested resources to support delivery:**

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| **Theme/Topic** | **Type** | **Relevance** | **Author/Source** | **Web Link** |
| Game structure and production plans | YouTube Video | Preparing to think about how the game will look and feel through concept drawings and sketches | WatchMojo / youtube.com | <https://www.youtube.com/watch?v=jKH4FO0UT-c> |
|  | Website / Video | Character Concept Art – hints and tips using photoshop | skillshare.com | <https://www.skillshare.com/classes/Character-Concept-Art-From-Initial-Sketch-to-Final-Design/1310245862/project-guide> |
|  | Website | Important drawing and sketching techniques that students must practice for game concepts | creativeblog.com | <https://www.creativebloq.com/illustration/sketching-tips-beginners-81516497> |
|  | Website / Slides | Planning production of game | slideshare.net | <https://www.slideshare.net/Kelvis2000/game-design-the-production-plan?qid=4630f1d8-97e3-4244-a271-7e3570aace5b&v=&b=&from_search=2> |
|  | Project Template | Planning production of game | http://wwwx.cs.unc.edu | wwwx.cs.unc.edu/Courses/comp585-s11/585GameDesignDocumentTemplate.docx |
| The technological components of a game | Website / Video | All components involved in the creation of a game | theartcareerproject.com | <https://www.theartcareerproject.com/blog/components-video-game-design> |
|  | PDF | An in-depth academic overview of all the components of a game from game component architecture to storage etc. | researchgate.net | <https://www.researchgate.net/profile/Mihai_Dascalu/publication/309395037_Software_Components_for_Serious_Game_Development/links/5a9bd52ba6fdcc3cbacbcce9/Software-Components-for-Serious-Game-Development.pdf?origin=publication_detail> |
|  | Webpage | A summary-based version of some of the technological components of a game. | electronics.howstuffworks.com | <https://electronics.howstuffworks.com/video-game3.htm> |
|  | Blog | Lists and discusses the different game engines required for game development from Unity to Unreal Engine | blog.g2crowd.com | <https://blog.g2crowd.com/blog/game-engine/best-game-engines-indie-game-development/> |
|  | Blog | Discusses the different game engines required for game development | gamesparks.com | <https://www.gamesparks.com/blog/game-engine-analysis-and-comparison/> |
|  | Lecture Slides / PDF | Discussion of game engines with many examples of the most popular ones every made | cs.cornell.edu | <https://www.cs.cornell.edu/courses/cs3152/2013sp/lectures/04-Components.pdf> |
| Level structures and genres in games | PDF | Game genres (academic version) | pdfs.demanticscholar.org | <https://pdfs.semanticscholar.org/8f30/41702c4b2f8bcf906ec481830b4d0f85fc4e.pdf> |
|  | Website | Game genres discussing everything from FPS to Strategy based games | idtech.com | <https://www.idtech.com/blog/different-types-of-video-game-genres> |
|  | YouTube Video | Game genres – a very good overview of the main game genres that are popular today | [AltChar](https://www.youtube.com/channel/UC1jbzrUs_NPpzchVHVv-2ng)  youtube.com | <https://www.youtube.com/watch?v=_F6rnWGR-_w> |
|  | YouTube Video | Level structure in games | [Turbo Button](https://www.youtube.com/channel/UCWPTiFpzm8559H-9Err59gw)  youTube.com | <https://www.youtube.com/watch?v=83MmX6Wm1dw> |
|  | PDF | Level structure in games (academic paper) | citeseerx.ist.psu | <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.388.5623&rep=rep1&type=pdf> |
|  | Website | Level structure in games simplified | gamasutra.com | <https://www.gamasutra.com/view/feature/131205/game_taxonomies_a_high_level_.php> |
| The publishing process in the Games Industry | Website | Evaluates the factors that must be adhered to before and during the publishing process | gamasutra.com | <https://www.gamasutra.com/view/feature/131741/getting_published_part_ii_how_to_.php> |
|  | Website | Lists and discusses all the different outlets where a game can be published | ninchimusic.com | <https://ninichimusic.com/blog/2017/9/1/11-places-to-publish-release-your-indie-game> |
|  | YouTube Video | Publishing and Marketing a game – how to do it? | Extra Credits  youtube.com | <https://www.youtube.com/watch?v=qxsEimJ_3bM> |
|  | Online Article / Webpage | Focusses on the economics of game publishing, marketing and distribution | ie.ign.com | <http://ie.ign.com/articles/2006/05/06/the-economics-of-game-publishing> |
| The roles of the games development team including quality assurance and localisation | Website | A nice visual page discussing all the different roles that are required for the production of a game | creativeskillset.org | <http://creativeskillset.org/creative_industries/games/job_roles> |
|  | Lecture Slides | Tutorial slides explaining the levels of staffing in the games industry | slideshare.net | <https://www.slideshare.net/joanby/a-gaming-company-structure> |
|  | Infographics | Webpage with very informative and detailed infographics displaying games dev team roles | gameschoolprep.com | <http://www.gameschoolprep.com/who-exactly-makes-games-anyway/> |
|  | Infographics | Infographics displaying team roles | pinterest.com | <https://www.pinterest.ie/pin/193795590194703378/> |
|  | PDF | Quality assurance testing in video games | theseus.fi | <https://www.theseus.fi/bitstream/handle/10024/94503/Ruuska_Essi.pdf?sequence=1> |
|  | YouTube video | Some experienced QA Testers talk about their work as a QA Games Tester and the requisites to succeeding in the industry | Hi-Rez Studios  youtube.com | <https://www.youtube.com/watch?v=-nBtjXJRyLw> |
|  | Website | Quality Assurance - what does it entail and what skills are required? | kotaku.com | <https://kotaku.com/quality-assured-what-it-s-really-like-to-play-games-fo-1720053842> |
|  | Blog | Video game localization – what it is and how to succeed in the field | blog.gengo.com | <https://blog.gengo.com/video-game-localization/> |
|  | YouTube Video | Localisation vs Translation – the differences and the importance of each | Scott the Woz  youtube.com | <https://www.youtube.com/watch?v=mHpKzGP8KSw> |
| Hardware requirements for computer game product development | YouTube Video | Insightful video about computer hardware components required for games development | Sykoo  youtube.com | <https://www.youtube.com/watch?v=0V2omPygvh0> |
|  | Website | List of some of the most popular games and then details hardware required to build this game. | gamedebate.com | <http://www.game-debate.com/games/> |
|  | Website | 2D vs 3D hardware component specifics for game creation | pcgamer.com | <https://www.pcgamer.com/game-development-pc/> |
|  | Website | Detailed look at hardware components required for a game build | blackshellmedia.com | <https://blackshellmedia.com/2017/11/08/build-computer-game-development/> |
| The key developments of the ludology time line | Lecture slides | Key milestones during the history of videogames | museumofplay.org | <http://www.museumofplay.org/about/icheg/video-game-history/timeline> |
|  | eBook | Provides a comprehensive introduction to the growing field of game studies and its history. | taylorfrancis.com | <https://www.taylorfrancis.com/books/9781136300424> |
|  | YouTube Video |  | [William Teh 1Nakata](https://www.youtube.com/channel/UCO3-IZm6x0ioY21Z6bGz-2A)  youtube.com | <https://www.youtube.com/watch?v=empni1yCPqw> |
| 2D & 3D content development | Website | Lists software for creation of 2D & 3D animation | gamedesigning.org | <https://www.gamedesigning.org/animation/2d-and-3d-animation/> |
|  | Website | Some alternatives to photoshop and other paid software for creating 2D graphics | pcauthority.com.au | <https://www.pcauthority.com.au/feature/the-6-best-painting-and-drawing-apps-for-windows-469348> |
|  | YouTube | Using adobe illustrator for creating 2D graphics | Tasty Tuts  youtube.com | <https://www.youtube.com/watch?v=QKWnkIPur2Q> |
|  | YouTube | Using adobe photoshop for creating/editing 2D graphics | Tasty Tuts  youtube.com | <https://www.youtube.com/watch?v=sF_jSrBhdlg&list=PLYfCBK8IplO6v0QjCj-TSrFUXnRV0WxfE> |
|  | YouTube | 3DS Max video tutorials | The New Boston  youtube.com | <https://www.youtube.com/watch?v=KwRkkGzA98k> |
|  | Website | Some other alternatives to above resources for creating free, open source 3D graphics | filmora.wondershare.com | <https://filmora.wondershare.com/animated-video/best-3d-animation-software-free-paid.html> |
| Physic effects and particle systems | YouTube Video | All special effects are learned gradually through the series of video tutorials on YouTube. This one deals with unreal engine and the following will deal with unity. | Online Media Tutor  youtube.com | <https://www.youtube.com/watch?v=a0qNO6_xPx0> |
|  | YouTube Video | Alternatively, if you choose another good option for teaching games through Unity game engine, the link offers a good selection of beginner tutorials. | Brackeys  youtube.com | <https://www.youtube.com/watch?v=j48LtUkZRjU&list=PLPV2KyIb3jR5QFsefuO2RlAgWEz6EvVi6> |
| Key elements of development in the production of a game title | eBook | Explores the fundamentals in game development and the games industry | books.google.ie | <https://books.google.ie/books?id=m5exIODbtqkC&pg=PA94&dq=key+elements+of+development+in+production+of+a+game&hl=en&sa=X&ved=0ahUKEwimnqC5187cAhXEbVAKHRtSBzIQ6AEIJzAA#v=onepage&q=key%20elements%20of%20development%20in%20production%20of%20a%20game&f=false> |
|  | eBook | Looks at the key design elements in the game production process. | books.google.ie | <https://books.google.ie/books?id=XhrBBeA0-LMC&pg=PA110&dq=key+elements+of+development+in+production+of+a+game&hl=en&sa=X&ved=0ahUKEwimnqC5187cAhXEbVAKHRtSBzIQ6AEILDAB#v=onepage&q=key%20elements%20of%20development%20in%20production%20of%20a%20game&f=false> |
|  | Website | Identifies the main considerations when selecting a game title that will capture an audience’s attention. | armorgames.com | <https://armorgames.com/news/10-tips-to-making-a-great-game-name> |
|  | Website | Summaries the main points when creating a game title | zoinkgames.com | <http://www.zoinkgames.com/name-indie-game/> |
| Design document paperwork using game design terminology | Infographics / PDF | 3D Game Level Map with informative map legend | cms-assets.tutsplus.com | <https://cms-assets.tutsplus.com/uploads/users/1159/posts/25662/attachment/FinalTutorialMap.pdf?_ga=2.83464977.623792626.1533224855-400692897.1533044939> |
|  | Website | Some accompanying information discussing game level design and game specific terminology | gamedevelopment.tutplus.com | <https://gamedevelopment.tutsplus.com/tutorials/a-beginners-guide-to-designing-video-game-levels--cms-25662> |
|  | Infographics | Some great ideas for character sketching here with Pinterest concept art. | pinterest.ie | <https://www.pinterest.ie/psclbs/2d-3d-game-art/> |
|  | Posters/ Graphics | 2D level concept art examples | pinterest.ie | <https://www.pinterest.ie/marcellostrateg/level-design-sketch-2d/> |
| Game progression challenges | Website | Discusses the importance of game progression challenges faced by games developers. | medium.com | <https://medium.com/gameful-design/level-up-the-role-of-progression-for-gameful-design-ce7a87e2b70> |
|  | YouTube.com | Explores why game progression challenges are essential to the experience of the | [rabbidluigi](https://www.youtube.com/channel/UCVGo3S_AANY-UQdJ6VLwGXw)  youtlube.com | <https://www.youtube.com/watch?v=eKj4Q8PQ5qE> |
|  | Website |  | gamasutra.com | <https://www.gamasutra.com/view/feature/130188/gameplay_design_fundamentals_.php?print=1> |
|  | eBook | Suggests that conflicts and structures must be put in place in each level in order for the player to progress and challenge himself |  | <https://books.google.ie/books?id=mYEJAAAAQBAJ&pg=PT246&dq=game+progression+challenges&hl=en&sa=X&ved=0ahUKEwjN6Jyq_tPcAhWFVsAKHa51DdEQ6AEIMTAC#v=onepage&q=game%20progression%20challenges&f=false> |
| Use of social media for team game projects | Website | The impact that social media has on gaming and vice versa. | ninjaoutreach.com | <https://ninjaoutreach.com/future-of-social-media/> |
|  | eBook | Looks at social network games and how the two-go hand in hand and the effect that social media has on gaming. | books.google.ie | <https://books.google.ie/books?id=sqK5BQAAQBAJ&pg=PA111&dq=social+media+and+gaming&hl=en&sa=X&ved=0ahUKEwjkpsiJl8zcAhVHF8AKHdcQBUgQ6AEILjAB#v=onepage&q=social%20media%20and%20gaming&f=false> |
|  | Website | Importance to market a new game via social media channels. | gamastutra.com | <https://www.gamasutra.com/blogs/YoleneRousvoal/20141113/230049/Promoting_your_indie_game_on_social_networks.php> |
|  | Website | Discusses and evaluates the main social network sites that are particularly useful when promoting a new indie game. | giraffesocialmedia.co.uk | <https://www.giraffesocialmedia.co.uk/how-to-do-social-media-for-indie-game-developers/> |
|  | Lecture slides | Looks at the ever-increasing need for games to be developed, marketed and played in conjunction with social media apps. | slideshare.net | <https://www.slideshare.net/kyleismoody/social-media-today-week-11-video-games-and-social-media-kyle-moody> |
|  | Website | Lists the methods by which you can promote your game through social media | gamedesigning.org | <https://www.gamedesigning.org/career/social-media-hacks/> |

**Useful Organisations:**

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| **Name** | **Contact Information** |
| Medium.com | <https://medium.com/quick-code/top-online-tutorials-to-learn-game-development-using-unity-55497ad51169> |
| Greenfoot.org | <https://www.greenfoot.org/door> |
| Unreal Engine | <https://www.unrealengine.com/en-US/what-is-unreal-engine-4> |
| Unity | <https://unity3d.com/> |
| School of Game Design | <https://schoolofgamedesign.com/2d-game-design/> |

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| **MOOCs (Massive Online Open Courses)** | |
| Alison.com | <https://alison.com/courses/game-development> |
| Edx.org | <https://www.edx.org/learn/game-design> |
| Coursera.com | <https://www.coursera.org/learn/game-design> |
| Lynda.com | <https://www.lynda.com/Unity-tutorials/2D-Game-Design-Development-Essential-Training/513589-2.html> |