

WELCOME!

GAME DESIGN // UE

WELCOME DAYS WIT PROF. STAMM / PROF. BARANYAI / PROF. BERGER

<https://gamedesignue.itch.io/>
<http://gamedesign.ue-germany.de/>

CONTENTS

TEAM

PHILOSOPHY + GOALS IN YOUR STUDY

CURRICULUM

MAIN COMMUNICATION CHANNELS

EVENTS

STUDENT WORK + INTERNSHIPS

WHO THIS?

LECTURERS & PROFESSORS

twitter.com/iTeachGameCode

Apps | ... | Stueffens Prev... | Wohnungssuche | Standardset | GameMaking | fahrrad | Stamm | Hörbücher | TheBoard | Videogames | Julia | More... | TinyHouse | 127.0.0.1:62432/...

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Tweet

Florian Berger

134 Tweets



flb

Florian Berger

@TeachGameCode · Follows you

#GameDev Professor & Researcher @GameDesignUE @UEGermany. Work-related account. Private: @flberger my.pronoun.is/he/him Won't speak on all-male panels.

Berlin, Germany · Joined September 2019

183 Following · 87 Followers

Followed by Tonkotsu Games, Carla, and 24 others you follow

Tweets

Tweets & replies

Media

Likes

Florian Berger Retweeted

Jurie Horneman

@JurieHorneman · Sep 11

Fixing bugs can be fun. Today we fixed a bug entirely by looking at logs and deducing what must have happened. All the work we put into making sure those logs hold useful information - the least player-facing thing - paid off.

2 · 1 · 15

Show this thread

Florian Berger Retweeted

Gillian Smith

@gillianmsmith · Aug 29

The pandemic experience has taught me that I do not deal well with videos.

I avoid watching them when sent. I need subtitles (though my hearing is fine, auditory processing is clearly not). I hate making them.

So, friendly reminder: some of your students are like this, too.


7 · 5 · 64

Show this thread

Florian Berger Retweeted

Citationsy

@Citationsy · Aug 18, 2019



torrentfreak.com

Search Twitter

You might like

AllianceBernstein (A...)

@AB_Insights_DE

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Christopher Bukal C...

@christhe...

Follows you

Follow

Benjamin Grill

@Meldrache

Follow

Show more

Trends for you

Video games · Trending

Rocket League

8,668 Tweets

#InnoTrans2020

Save the date: 22-25 September, Berlin

Promoted by Alstom

Trending in Germany

Schulen

5,641 Tweets

Gaming · Trending

#XboxSeriesX

23.4K Tweets

Trending in Germany

N-Wort

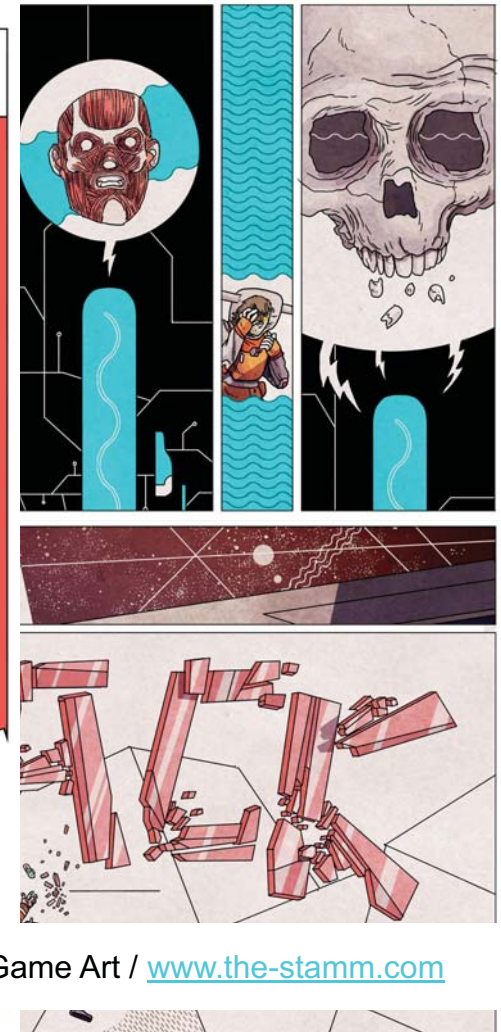
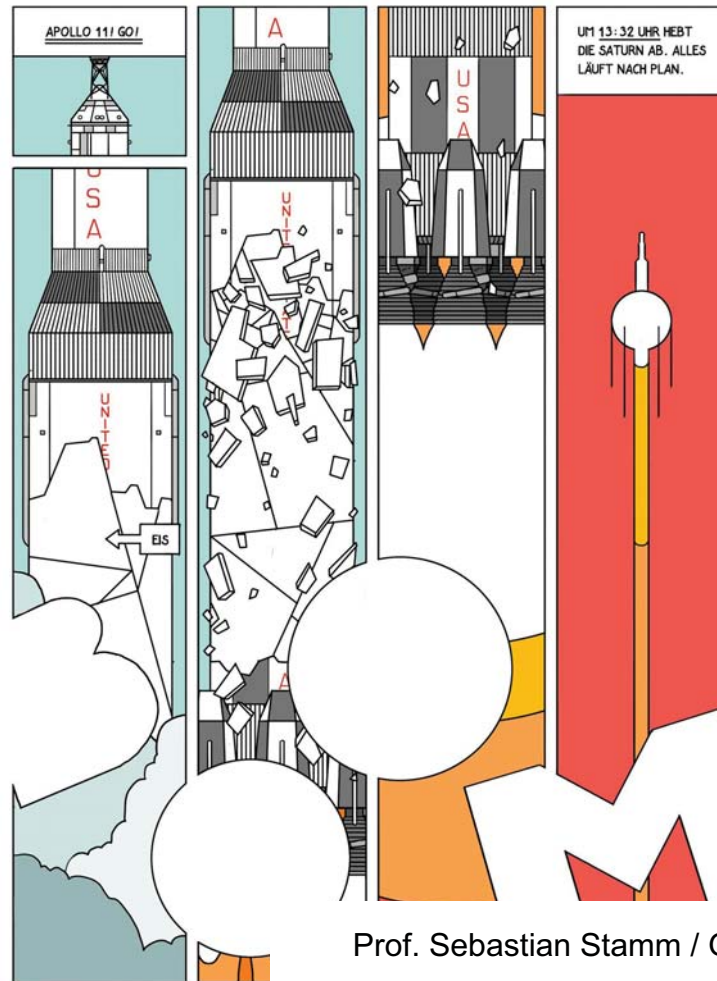
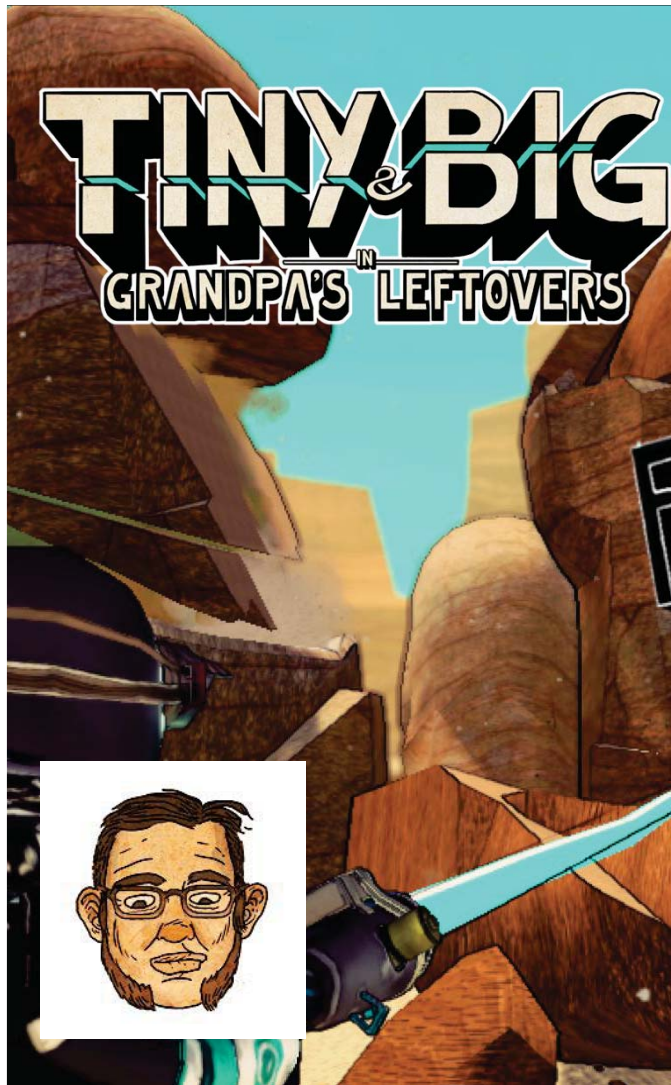
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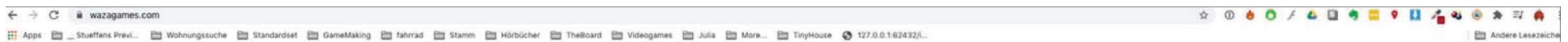
More · © 2020 Twitter, Inc.

Messages

Prof. Florian Berger / Game Programming / <https://twitter.com/iTeachGameCode>



Prof. Sebastian Stamm / Game Art / www.the-stamm.com



Über uns

waza! ist ein Entwicklerstudio mit Bildungsanspruch aus Berlin. Wir produzieren nicht einfach nur Serious Games, sondern verbinden fesselnde Unterhaltung mit Themen, die zum Nachdenken und Lernen anregen. Ganz egal ob auf dem Smartphone, Online oder dem PC: Unsere Spiele trauen sich, Spaß zu machen, ohne dabei auf ernste Inhalte zu verzichten.

Für Unternehmen, gemeinnützige Organisationen und Bildungsträger entwickeln wir neben Spielkonzepten ebenso Workshop-Formate, Gamejams und Vorträge. Uns liegt die Spielkultur am Herzen, wir möchten Computerspiele als Kulturtechnik ernst nehmen sowie für alle zugänglich machen. Jedes wazai-Projekt soll die Welt zumindest ein kleines bisschen besser machen.

Dazu bündeln wir in unserem Team sowohl technisches, künstlerisches als auch wissenschaftliches Knowhow. Gegründet 2014 von den Industrieveteranen André Schmitz und Prof. Eric Jannot, verfügt wazai heute über jahrelange Erfahrung, um vielfältige Herausforderungen zu meistern. Zögern Sie nicht, mit uns in Kontakt zu treten!

Kontakt

waza! UG

Leuschnerdamm 13
10999 Berlin

Email: contact@wazaservices.de



Prof. Eric Jannot / Game Design Hamburg / <https://wazagames.com/>

... AND MANY MORE LECTURERS
FROM OTHER DEPARTMENTS AND EXTERNAL
PROFESSIONALS

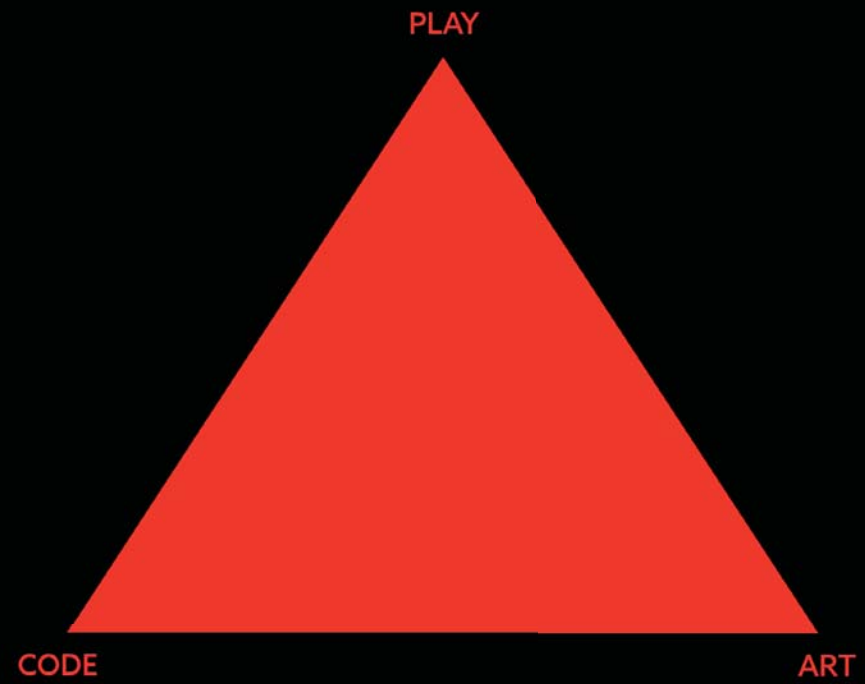
PLAY

OUR IDEA OF

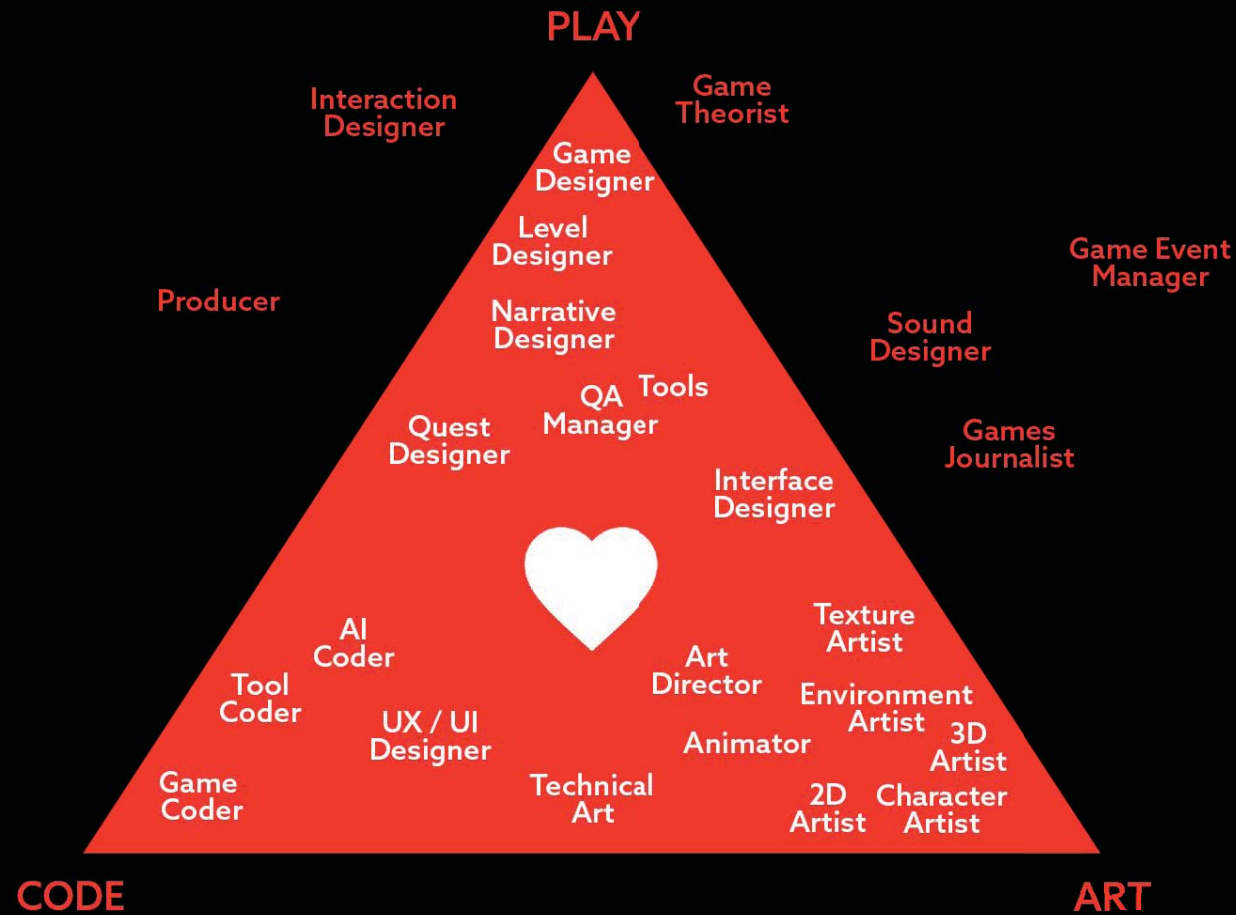
GAME DESIGN // UE?

CODE

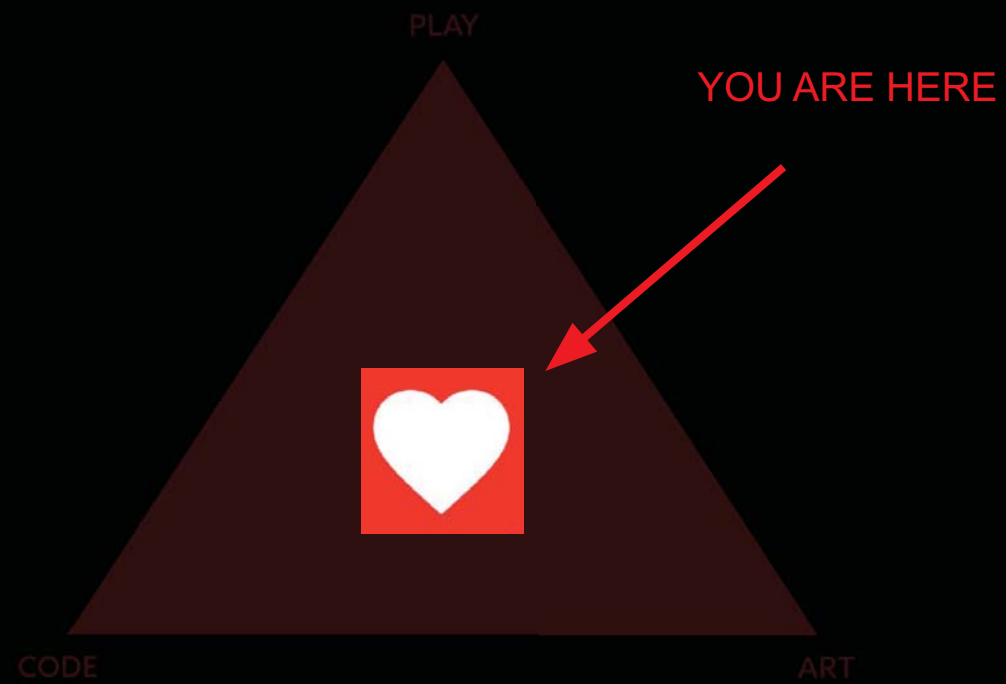
ART



TRIANGLE MODEL / GAME DESIGN



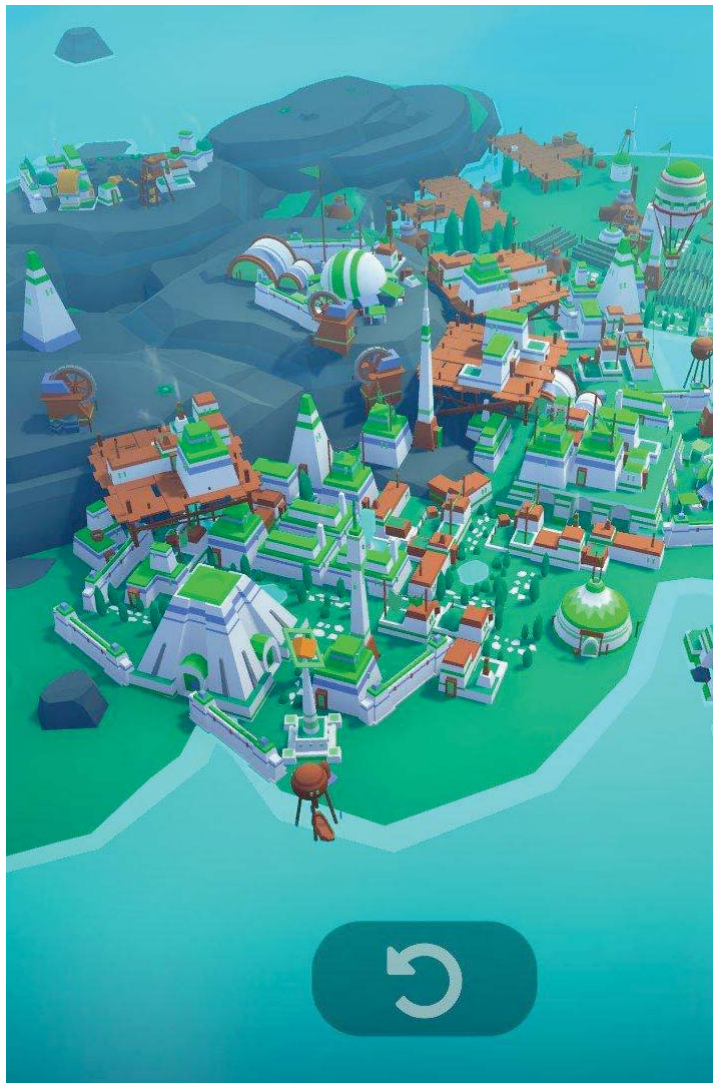
GENERALISTIC vs. SPECIALIZED



TRIANGLE MODEL / GAME DESIGN

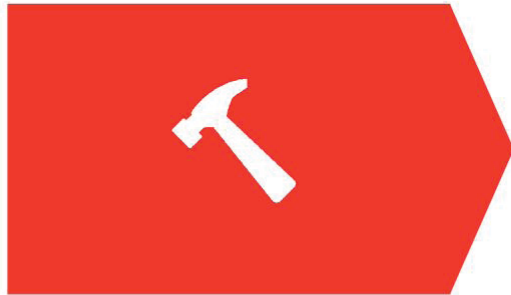
INDEPENDENT CREATOR OF GAMES



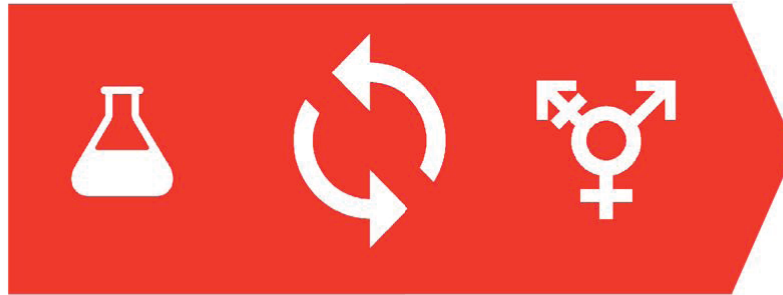


SUBJECT MATTERS

B.A. PROGRAM GAME DESIGN



Tools & Techniques



Experimental & Conceptual &
Artistic Projects



Focus

A cartoon illustration of a dog, possibly a Weimaraner, sitting on a wooden chair at a small round table. The dog is wearing a brown hat and looking towards the viewer with a surprised expression. On the table is a white mug. The room is filled with a large, intense fire that reaches up to the ceiling. The fire is depicted with jagged, yellow and orange flames. The ceiling is dark brown with a scalloped pattern. There are two framed pictures on the wall: one on the left and one on the right. The word "GOALS" is written in large, bold, yellow capital letters across the center of the image, partially obscuring the dog and the table.

GOALS

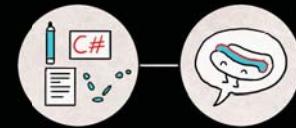
CORE THEMES IN COURSES

1. Learning a wide variety of key skills



CORE THEMES IN COURSES

1. Learning a wide variety of key skills
2. Begin to develop your own artistic language



CORE THEMES IN COURSES

1. Learning a wide variety of key skills
2. Begin to develop your own artistic language
3. Realisation of own ideas and visual concepts



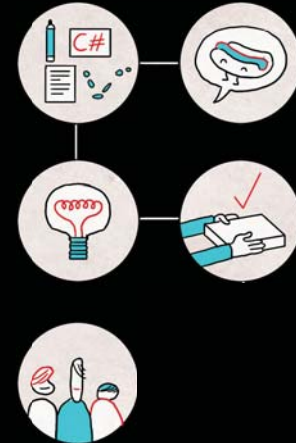
CORE THEMES IN COURSES

1. Learning a wide variety of key skills
2. Begin to develop your own artistic language
3. Realisation of own ideas and visual concepts
4. Starting and finishing complete projects



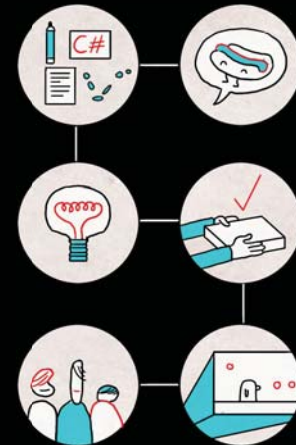
CORE THEMES IN COURSES

1. Learning a wide variety of key skills
2. Begin to develop your own artistic language
3. Realisation of own ideas and visual concepts
4. Starting and finishing complete projects
5. Working in a multi-disciplinary team



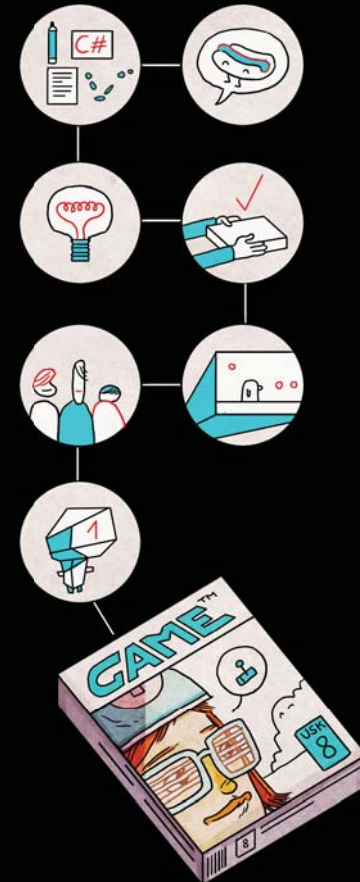
CORE THEMES IN COURSES

1. Learning a wide variety of key skills
2. Begin to develop your own artistic language
3. Realisation of own ideas and visual concepts
4. Starting and finishing complete projects
5. Working in a multi-disciplinary team
6. Presenting your work professionally



CORE THEMES IN COURSES

1. Learning a wide variety of key skills
2. Begin to develop your own artistic language
3. Realisation of own ideas and visual concepts
4. Starting and finishing complete projects
5. Working in a multi-disciplinary team
6. Presenting your work professionally
7. Generating ideas with methods



伊勢内宮

佐藤伊織吉大夫

享保十四年つちのあとのろ乃貞享曆値年凡三百廿

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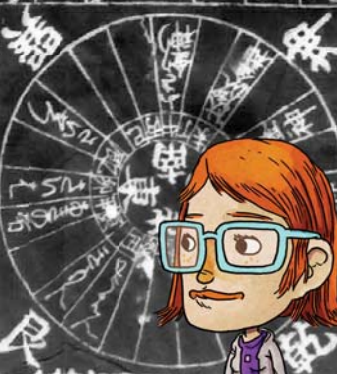
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CURRICULUM
NEW!

| SEM 1 | SEM 2 | SEM 3 | SEM 4 or 5 | SEM 4 or 5 | SEM 6 |
|---|--------------------------------------|--------------------------------|-----------------------------|-----------------------------|---|
| T.1 Theory 1 | T.2 Theory 2 | T.3 Theory 3 | T.4 Theory 4 / BA Prep | Study Abroad, Internship | BA Colloquia |
| GF.1 General Found.: Gest. Foundations | SG.GD Studium Generale GD | GD.P31 Project 3.1 | GD.P41 Project 4.1 | | BA Project BA Thesis BA Documentation |
| GD.1 Code & Algorithm | GD.2 Art for Games | | | | |
| GD.P1 Project 1: Game & Play | GD.P2 Project 2: Game Development | GD.P32 Project 3.2 | GD.P42 Project 4.2 | | |
| TT.1 Tools & Technologies 1 | TT.2 Tools & Technologies 2 | TT.3 Tools & Technologies 3 | PP Professional Practice | | |

CHANNELS OF COMMUNICATION AND STRUCTURE



Suchen oder Befehl eingeben

SS

Abmelden

Chat

Teams

Outgoing

Kalender

Anrufe

Dokumente

...

Apps

100%

GD Seminars

Devolution

Rundgang 2019

GD Archive

GD Internal Video

GD Hard- & Software BER

Methodic Games

Gameworld

Watch it, fix with the pencil - SS2019

Start Up - SS2019

Go rogue in the Examen - SS2019

S&S18 - Drawing Ideas

VR Drawing - Freies Projekt

Bachelorien

Bring the tent

Political Asylum

BA/MA Abschlussprüfung

FWW - Extravaganza

Winnkorn Workshop 2019

Interact! Exhibition ss 2018

Reiseentwicklung GO 2019

Mutwood

GAME ART EN - I

GAME ART EN - II

TRULY STORIES


7 STYLES IN YOUR POCKET

PLAY Festival 2018


7 STYLES IN YOUR POCKET > Allgemein ...

UnterhaltungenDateienKursnotizbuchAufgabenReviewsFurther Reading+

Willkommen bei 7 STYLES IN YOUR POCKET
Wählen Sie aus, wo Sie beginnen möchten:



Kursmaterialien hochladen



Kursnotizbuch einrichten

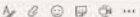
SS

Sebastian Stamm Montag 19:05
Registrierkarten-Unterhaltung hat begonnen.

Further Reading

Antworten

Neue Unterhaltung. Geben Sie zum Erwähnen @ ein.



TEAMS

wiki.gd-ue.de/doku.php?id=start

Apps Stueffens Previ... Wohnungssuche Standardset GameMaking fahrrad Stamm Hörbücher TheBoard Videogames Julia More... » Andere Lesezeichen

Logged in as: Sebastian Stamm (sebastian_stamm) Update Profile Admin Log Out

GAME DESIGN // UE

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You are here: start

Where to start?

- Game Design // UE
- Berlin a/o Hamburg
- Lecturers

Game Design

- How we see it
- Resources

Structures

- Professors & SHKs
- Tools & Technologies
- Representatives
- Events

Curriculum

- Documents
- Internship
- Bachelor

Project Development

- Playground & Archive
- Project Dev Structure
- Version Control & Git

Blog Twitter itch.io

General Rules & Policies

Where to start?

- this wiki
- Teams: Game Design // UE

Game Design Berlin

- Berlin:Start
- Teams: Game Design Berlin

Game Design Hamburg

- Hamburg:Start
- Teams: Game Design Hamburg

Wintersemester 2020 / 21

Game Design Tuesdays

Each Tuesday; starting at 7pm; online; ALL students (Hamburg & Berlin) are welcome!
Two Professors / Lecturers will attend each session.

| | | |
|----|--------------------|----------|
| 1. | 29. September 2020 | Kick-Off |
| 2. | 6. October 2020 | Kick-Off |
| 3. | 13. October 2020 | Kick-Off |
| 4. | 20. October 2020 | Kick-Off |

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- Where to start?
- Game Design Berlin
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- Game Design Tuesdays
- Overview
- Welcome to Game Design // UE
- General Infos
- Game Design Curriculum
- Internship & Bachelor
- Other

<https://wiki.gd-ue.de/>

Appi

Stueffens Prev...

Wohnungssuche

Standardset

GameMaking

Fahrrad

Stamm

Hörbücher

Thaiboard

Videogames

Julia

More...

TinyHouse

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GAME DESIGN // UE

Search

Recent Changes | Media Manager | Sitemap

You are here: start » guidelines » rules_and_policies

Where to start?

- Game Design // UE
- Berlin into Hamburg
- Incubators

Game Design

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Curriculum

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- Bachelor

Project Development

- Playtest & Archive
- Revision Control
- itch.io

guidelines:rules_and_policies

General Rules & Policies

Inclusivity statement

It is our intent that students from all diverse backgrounds and perspectives be well served by the Game Design program, and that the diversity that students bring to our study program be viewed as a resource, strength and benefit.

It is our intent to present activities that accommodate and value a diversity of gender, sexuality, disability, age, socioeconomic status, ethnicity, race, and culture.

We will gladly honour your request to address you by your preferred name and gender pronoun. We commit to make individual arrangements to address disabilities or religious needs (e.g. religious events in conflict with class meetings). Please advise us of these preferences and needs early so that we may make appropriate changes to our plans and records.

Debate and free exchange of ideas is encouraged but we will not tolerate harassment.

Harassment includes verbal comments that reinforce social structures of domination related to gender, gender identity, expression, sexual orientation, disability, physical appearance, body size, race, age, religion, sexual images in public spaces, verbal or physical sexual harassment, following, harassing photography or recording, stalking, or unwelcome physical contact, and sexual assault. Students, professors, and staff are expected to stop any harassing behavior as soon as it is identified. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact us immediately.

Students, professors, and staff are expected to stop any harassing behavior as soon as it is identified. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact us immediately.

free / open source tools and libraries, building upon the work of a multitude of people. You are encouraged and expected to tap into resources available online, use external resources, copy-paste and tweak code, assets and other resources.

It is your duty to take care of crediting all sources properly.

You always have to understand how your project works on a general level and be able to take effective action. Showing up to class with something made by others and selling it as your own contribution is the worst offense and is considered equivalent to plagiarism.

We encourage you to think about a fitting licensing model for your game and your source code and be generally as open as possible.

You can find more information here:
<https://gamedesignue.itch.io/creditssthegame>

Net & playing addiction

You can exist for few hours without playing, tweeting, facebooking, chatting, texting, emailing or working on your projects and homework (from other courses). Any non-course-related digital activity and mediated communication are strictly forbidden during class.

RULES & POLICIES

https://wiki.gd-ue.de/doku.php?id=guidelines:rules_and_policies

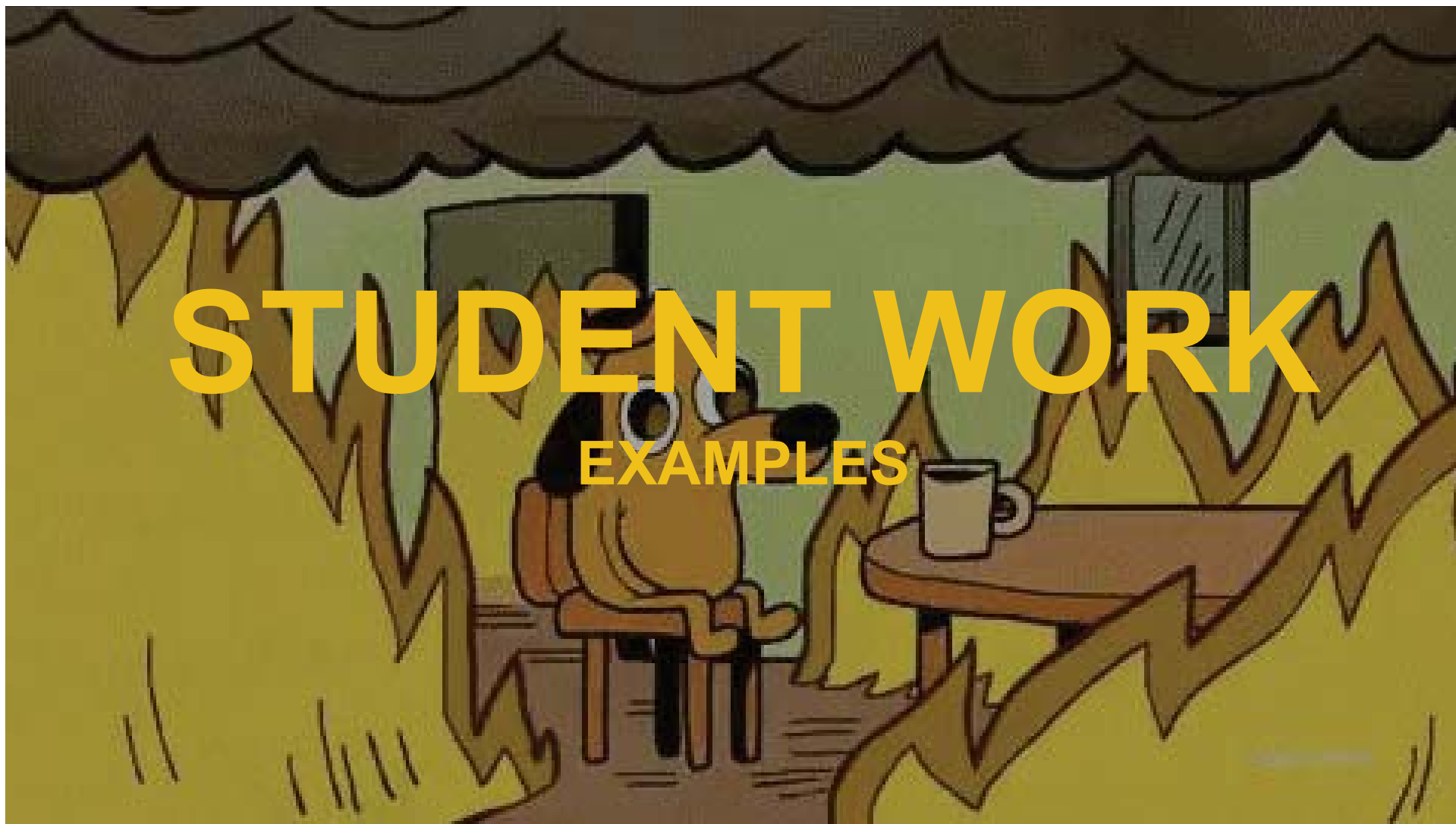
AND ALSO

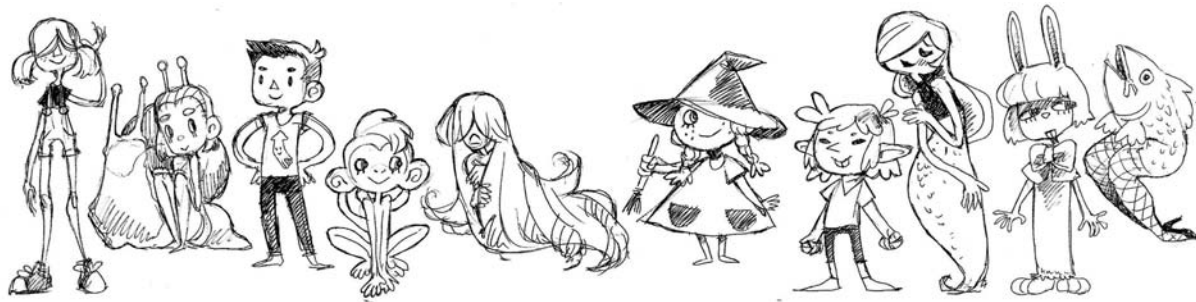
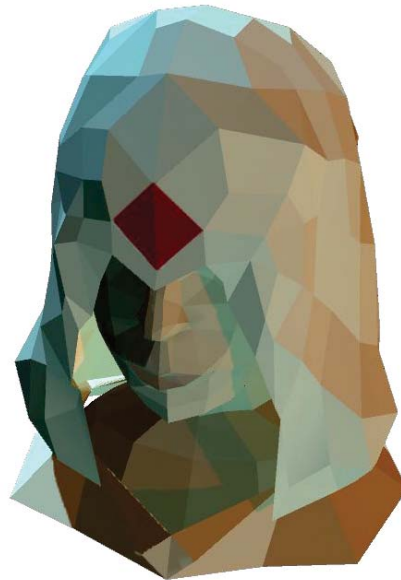
GD TUESDAYS ...



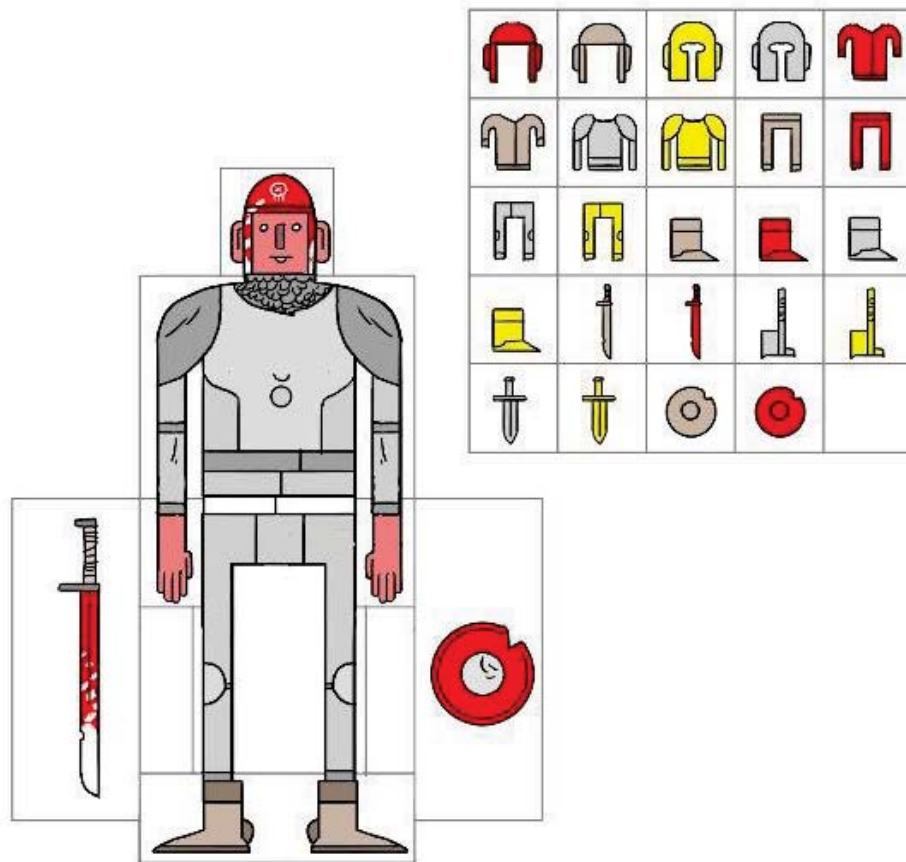
STUDENT WORK

EXAMPLES





Example - Characterdesign WS 2016/17

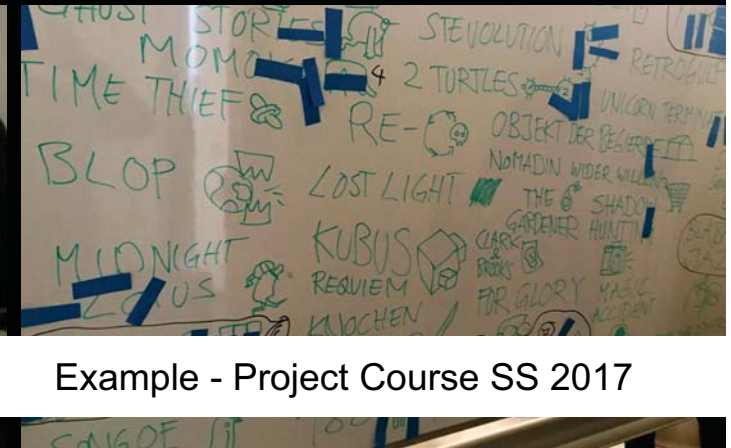


Armor Value : 24
Weapon Damage : 7



" Ein Planet, auf dem goldene
Affen und intelligente Autos
leben. "

Example - Game Art Scripting WS & SS 2017



Example - Project Course SS 2017



Rave Cage Carnage

<https://www.youtube.com/watch?v=BamwhP7t0Q8>



A Case for Watson

<https://lucamartinelli.itch.io/a-case-for-watson>

Theodore: I'm filled with
Theodore: I'd lay down and
Theodore: So I started right
Clarice: You need to know that
Clarice: Well you should know!
Clarice: Yes?



Drop Here to Delete

Yes?



Drop Here to Ask About

What happened here?

Who are you?

When was the last time you saw Richard?

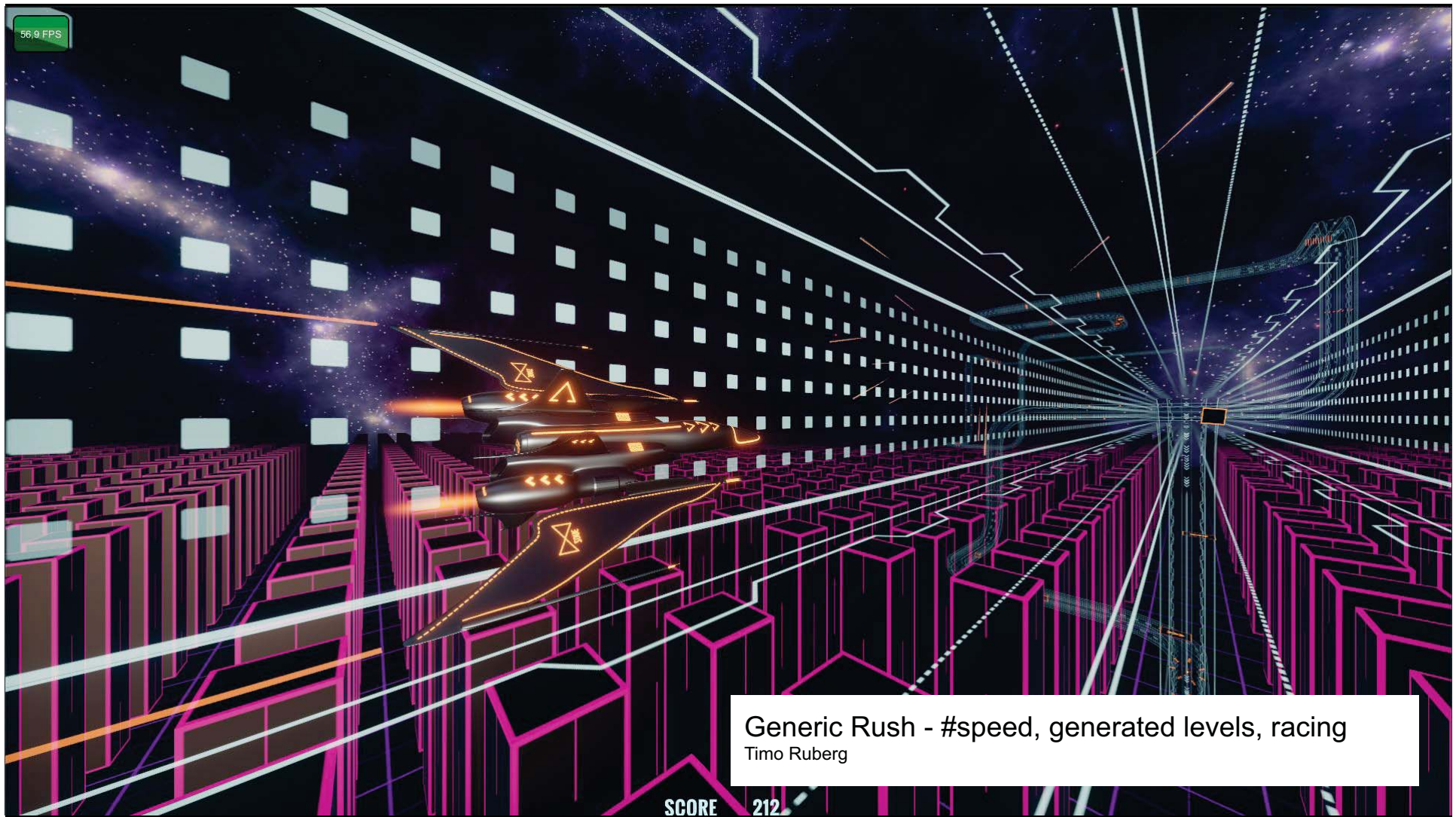
Did you notice anything suspicious?

Thats it for now.

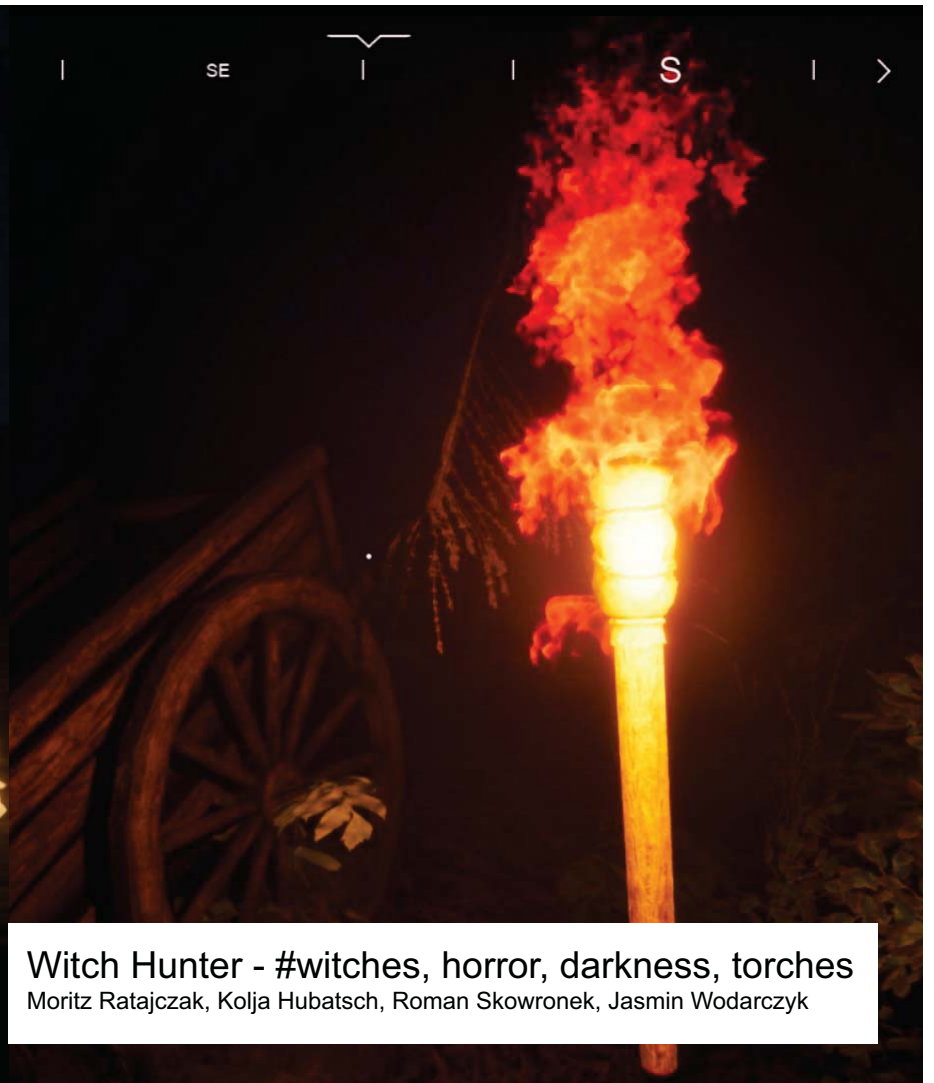
A Case for Watson



Zalost - #witches, war, mystics, mother, daughter
Manueal Arabadzic, Myriel Schigiol, Julia Hein, Mascha Camino, Zoe Koc



Generic Rush - #speed, generated levels, racing
Timo Ruberg



Witch Hunter - #witches, horror, darkness, torches
Moritz Ratajczak, Kolja Hubatsch, Roman Skowronek, Jasmin Wodarczyk



Wacky Witch Inc. #witches, ingredients, humor
Hanna Pollow, Nils Mahn, Jean Isserstedt,



Portofolio Hanna Borbola

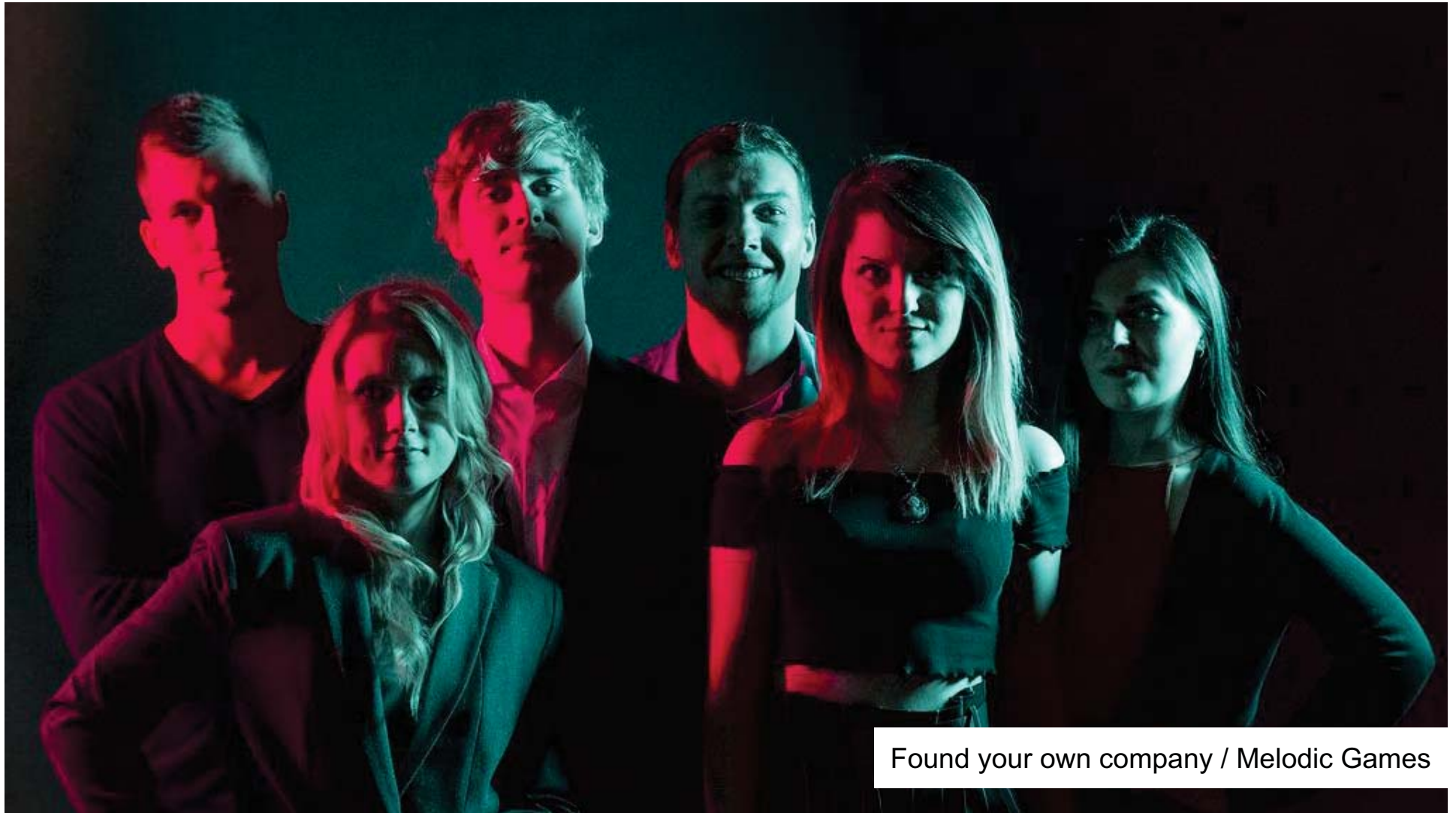
Please also visit

<https://gamedesignue.itch.io/>
<http://gamedesign.ue-germany.de/>

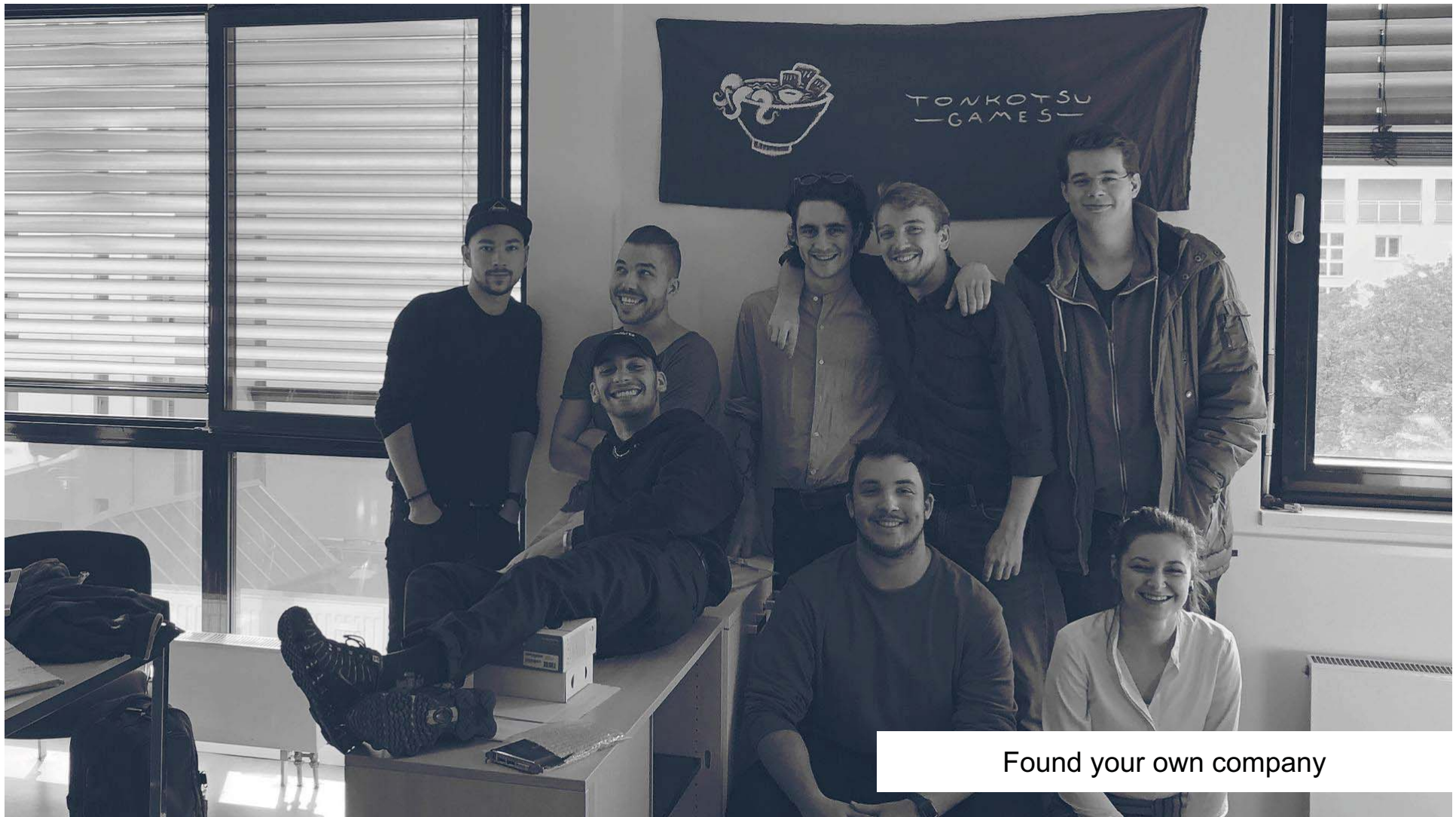
INTERNSHIP

AND COOPERATIONS

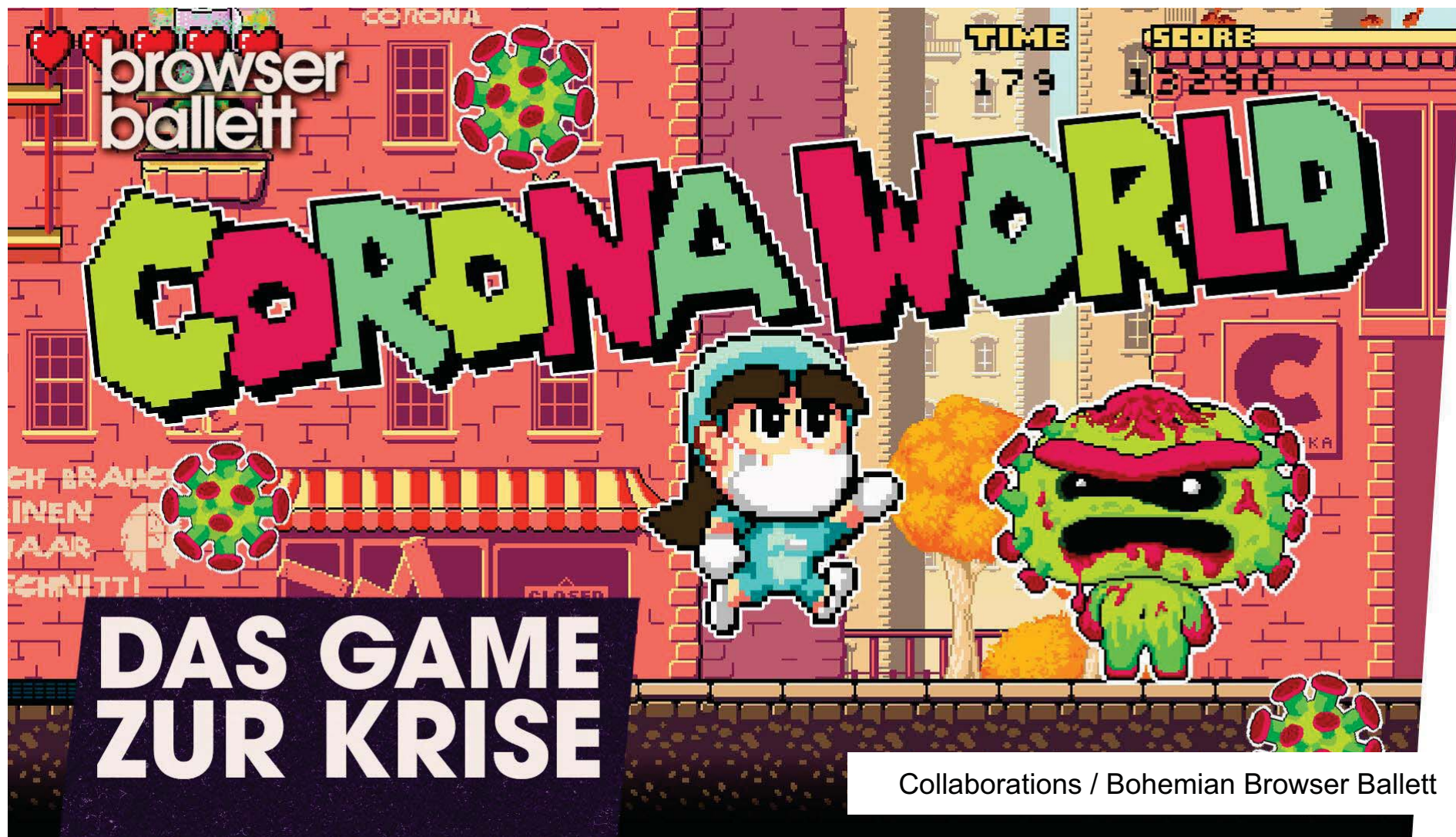




Found your own company / Melodic Games



Found your own company



Collaborations / Bohemian Browser Ballett



Collaborations / HKW



Talk and Play / Meetup



THANKS!

PROGRAM INTRODUCTION / PROF. STAMM

<https://gamedesignue.itch.io/>
<http://gamedesign.ue-germany.de/>