WELCOME!

GAME DESIGN // UE

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

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

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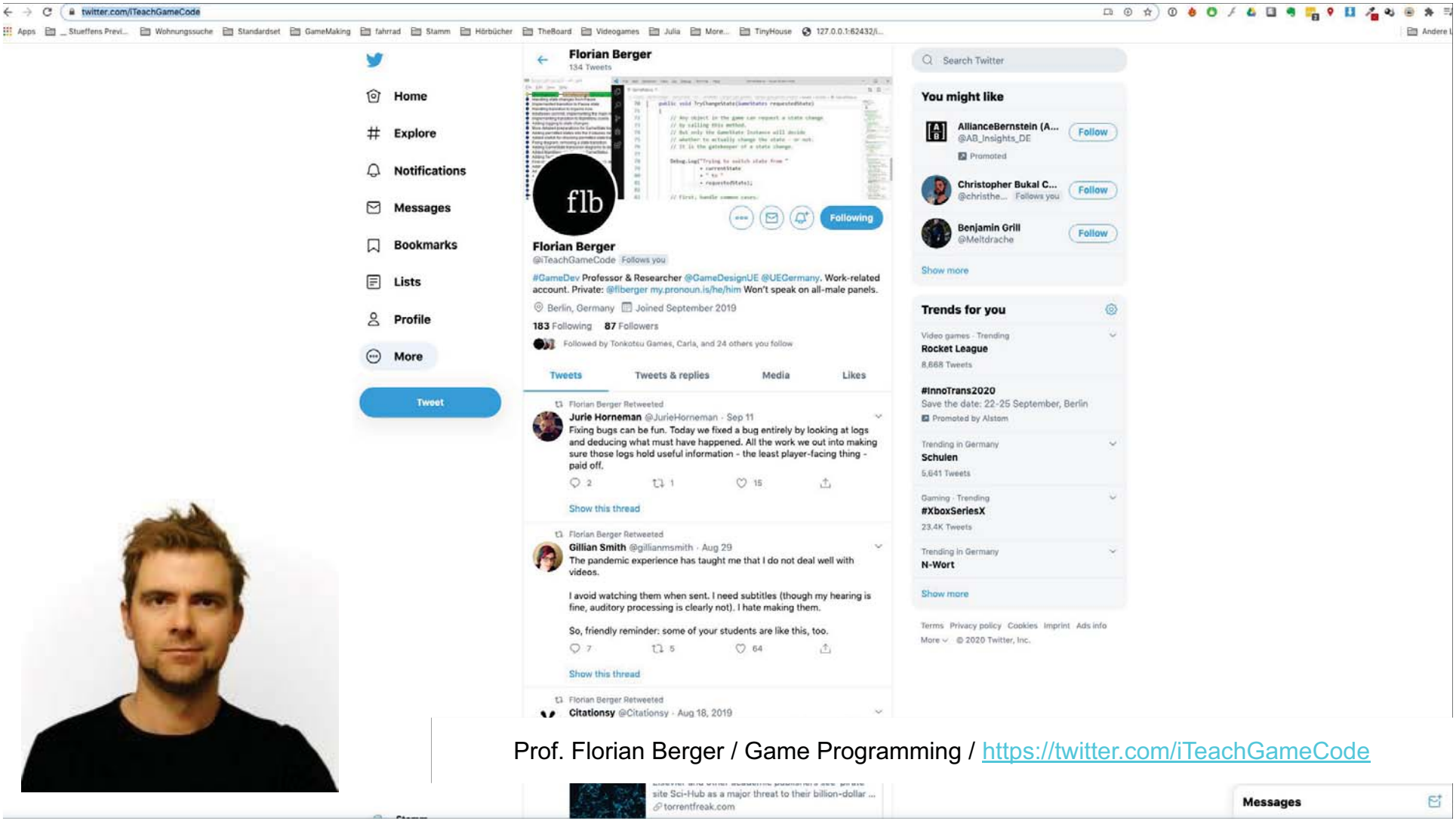
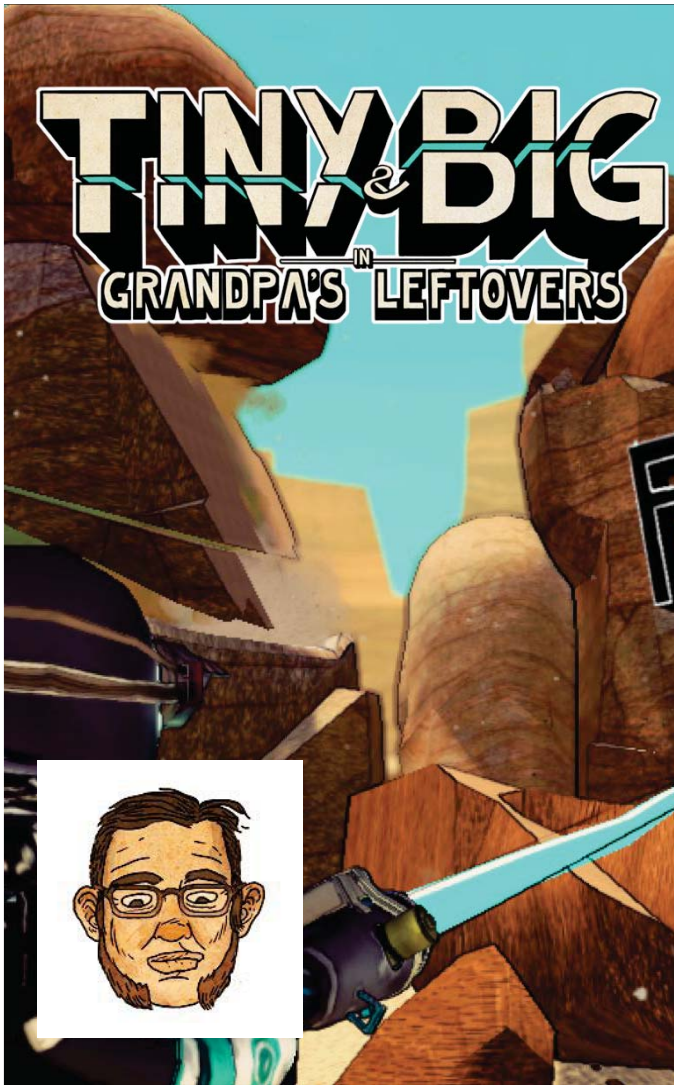
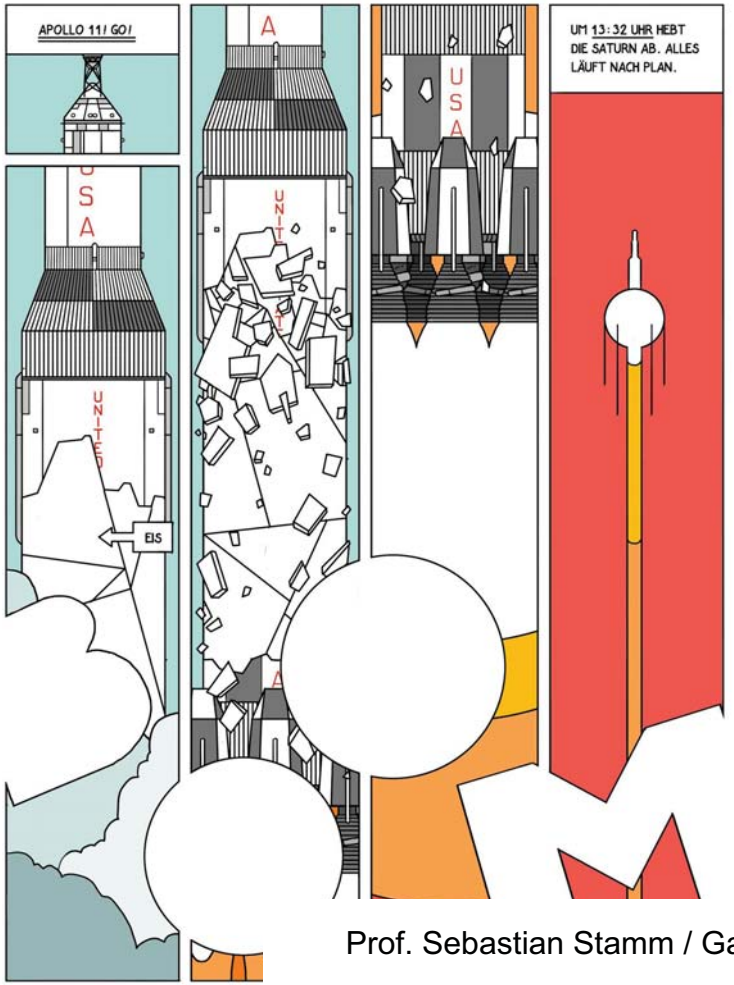
WHO THIS?

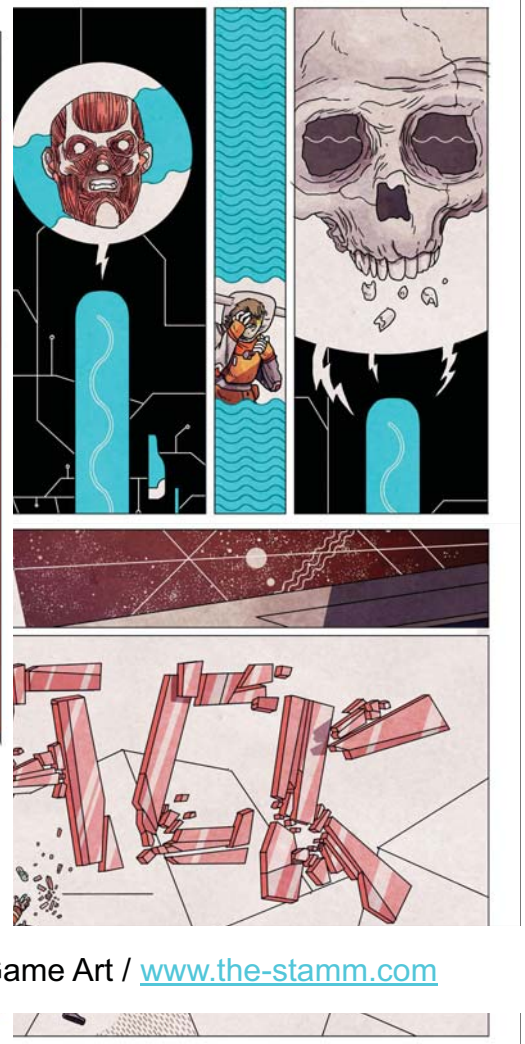
LECTURERS & PROFESSORS



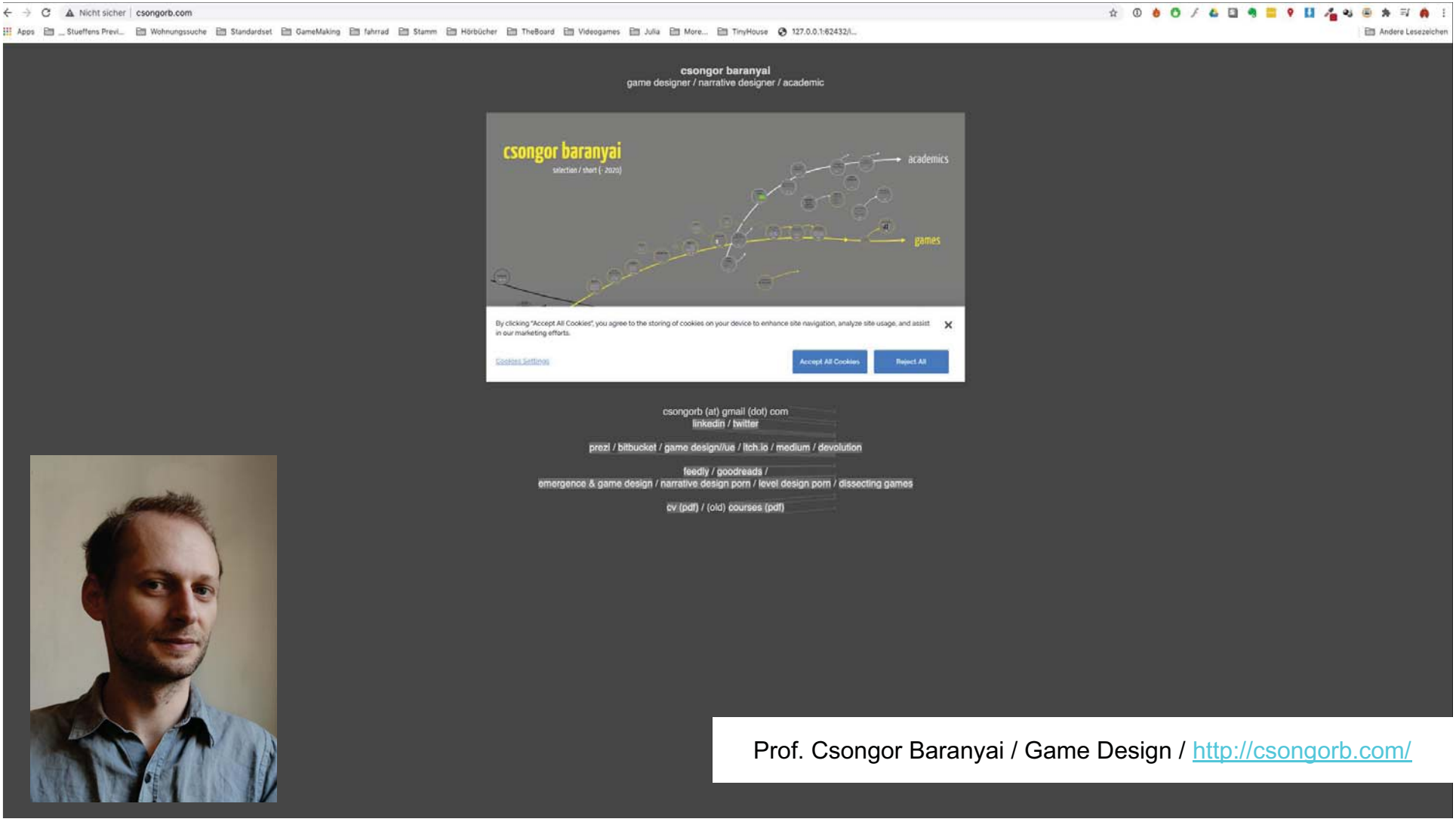
Prof. Florian Berger / Game Programming / https://twitter.com/iTeachGameCode



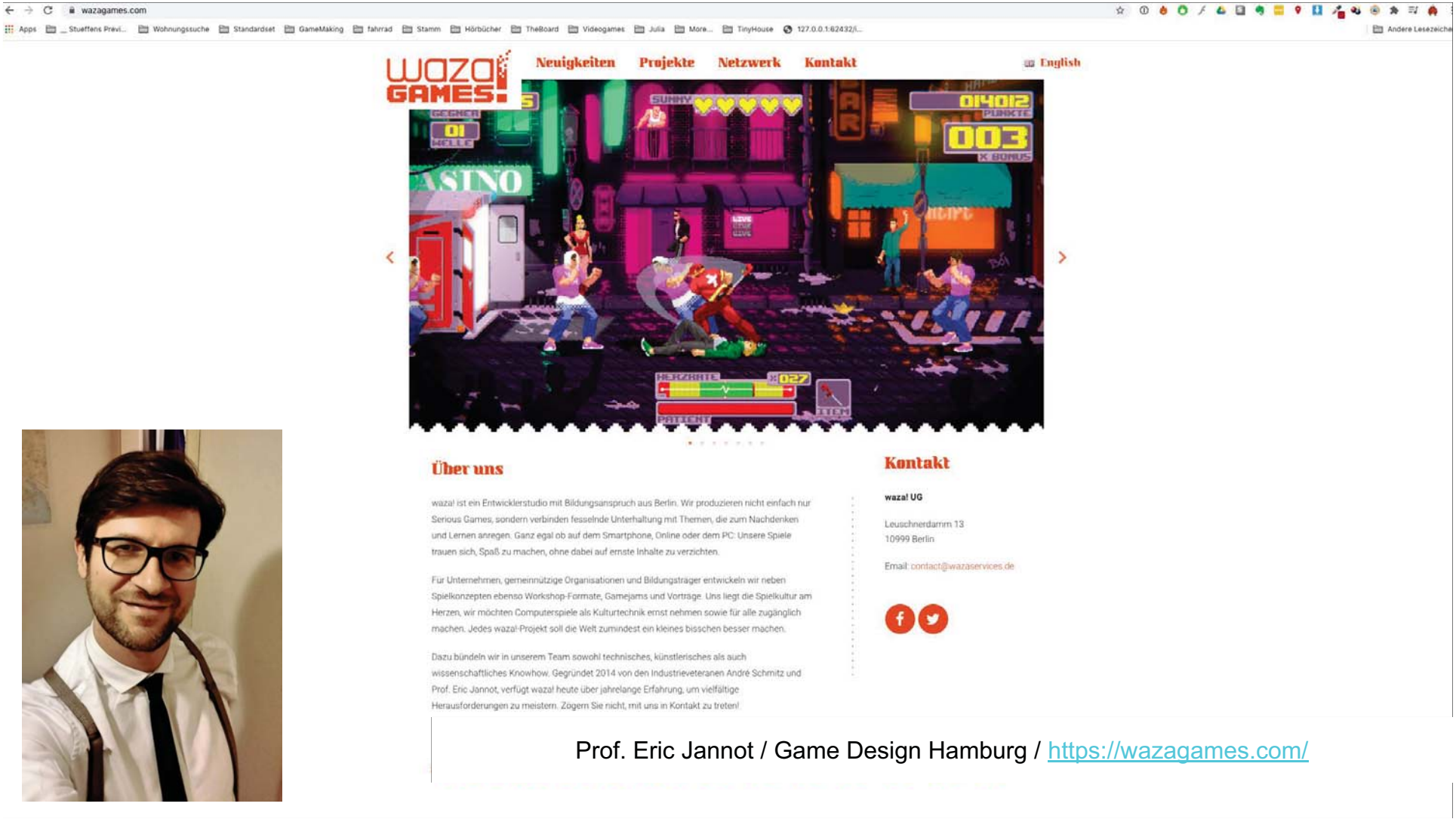




Prof. Sebastian Stamm / Game Art / www.the-stamm.com



Prof. Csongor Baranyai / Game Design / http://csongorb.com/

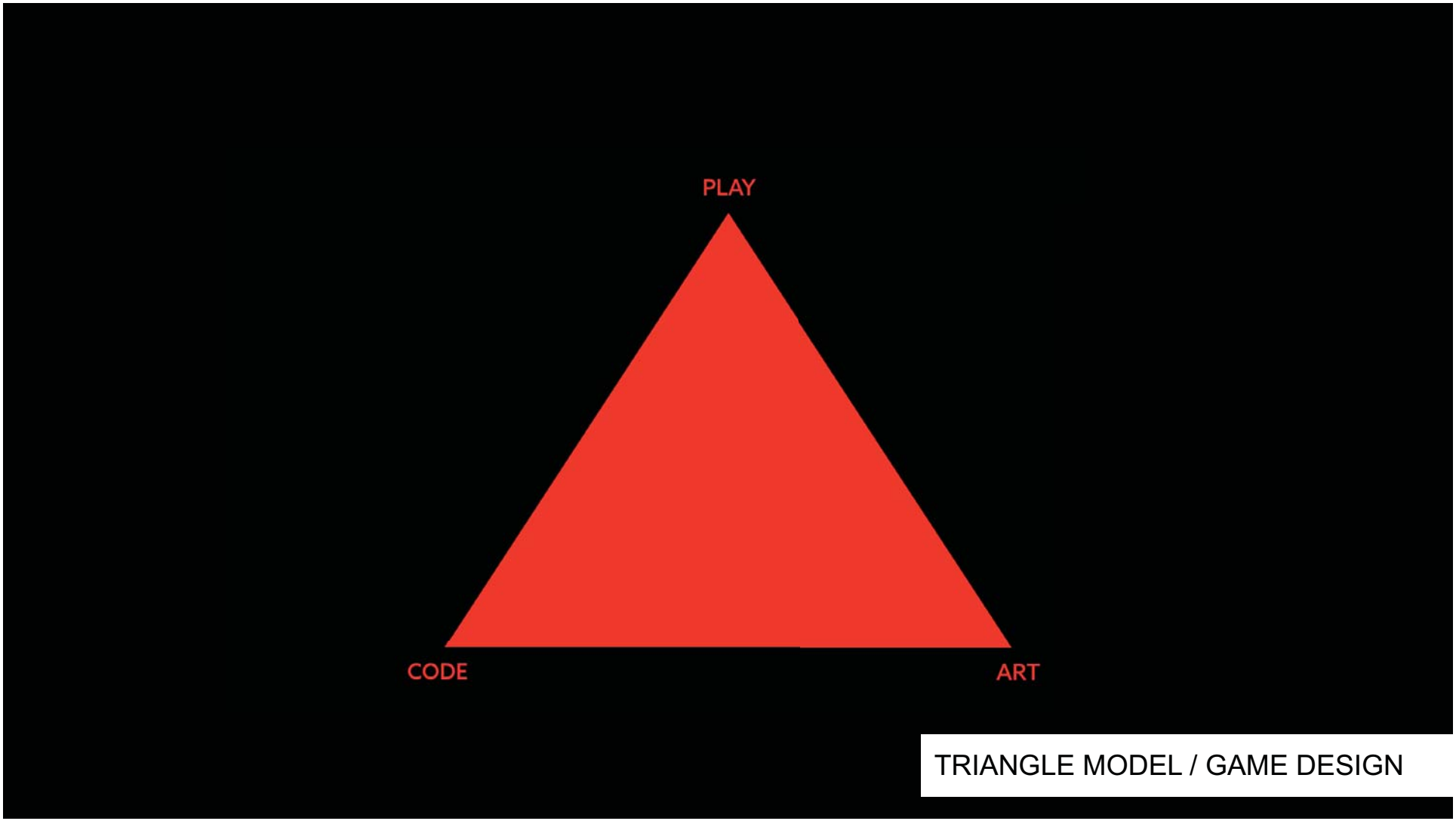


Prof. Eric Jannot / Game Design Hamburg / https://wazagames.com/

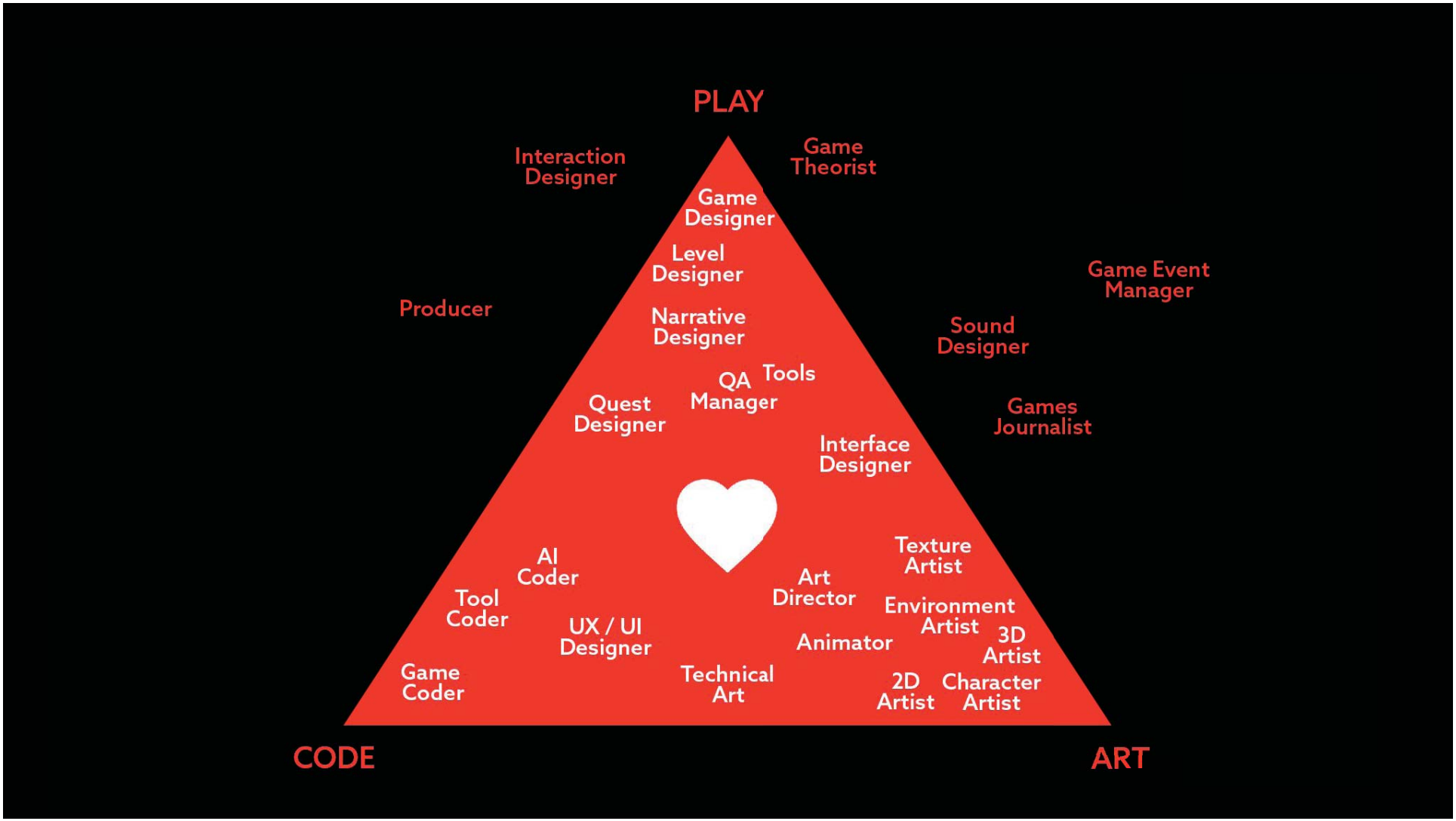
… AND MANY MORE LECTURERS

FROM OTHER DEPARTMENTS AND EXTERNAL PROFESSIONALS

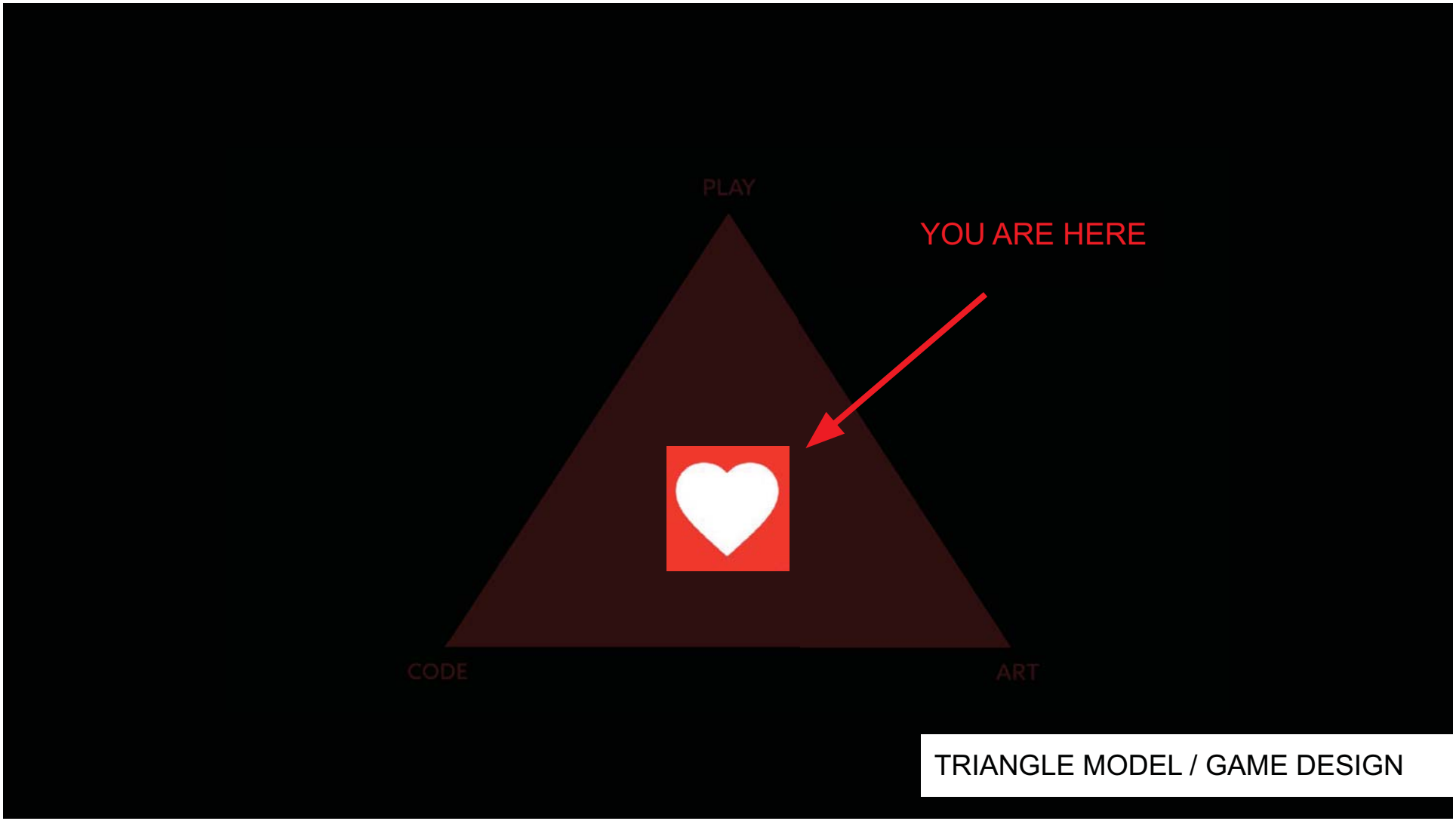
PLAY
OUR IDEA OF
GAME DESIGN // UE?
CODE
ART



TRIANGLE MODEL / GAME DESIGN

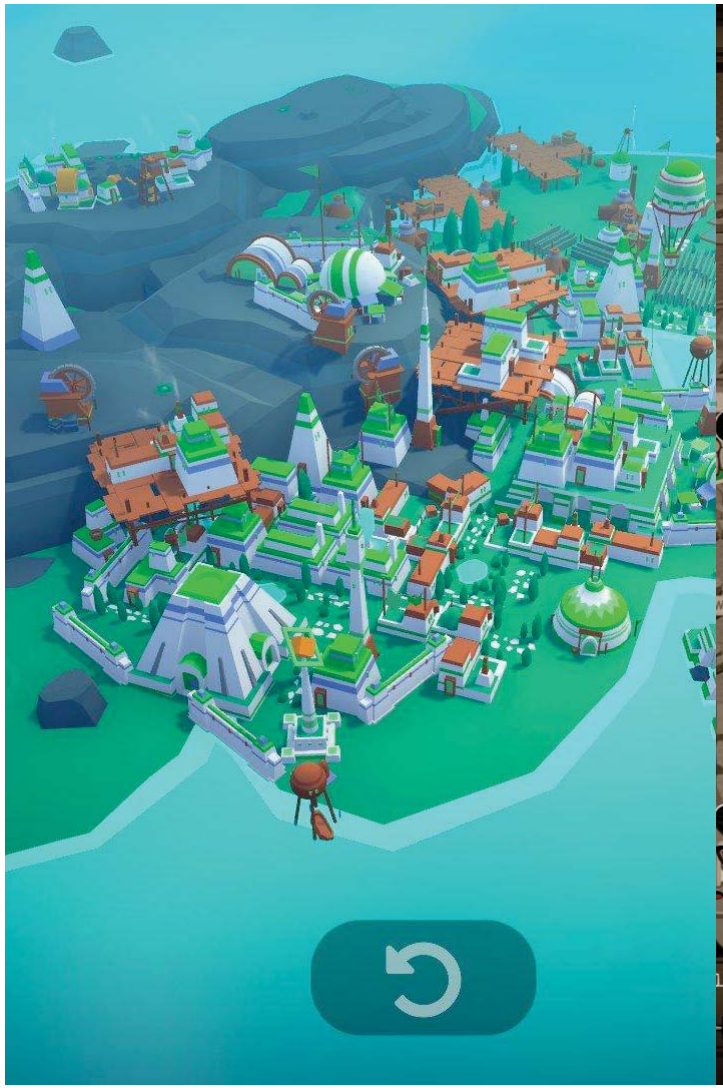

PLAY
Interaction Designer
Game Theorist
Game Designer
Level Designer
Game Event Manager
Producer
Narrative Designer
Sound Designer
QA
Tools
Manager
Quest Designer
Games Journalist
Interface Designer
Texture Artist
AI Coder
Art Director
Tool Coder
Environment Artist
UX / UI Designer
3D Artist
Animator
Game Coder
Technical Art
2D Artist
Character Artist
CODE
ART

GENERALISTIC vs. SPECIALIZED



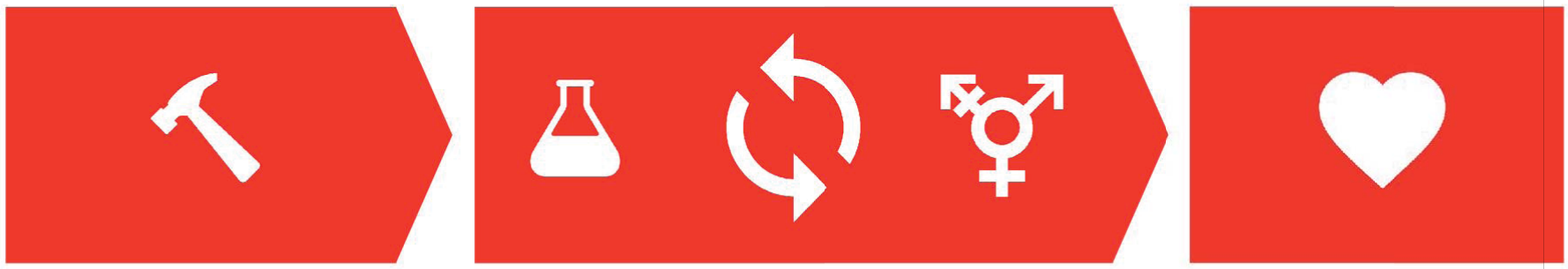
TRIANGLE MODEL / GAME DESIGN

INDEPENDENT CREATOR
OF GAMES



38
Reinickendorf
18
Wedding
18
Talk to Christian commu
Christa Schmidt is a priest in
Prenzlauerberg and introduces
some of her friends - we can try
convince them to support us.
18
Tempelhof
Luise Waldmann
(32)
3 3 4
4 3
4

SUBJECT MATTERS
B.A. PROGRAM GAME DESIGN



Tools & Techniques

Experimental & Conceptual & Artistic Projects

Focus

GOALS

CORE THEMES IN COURSES

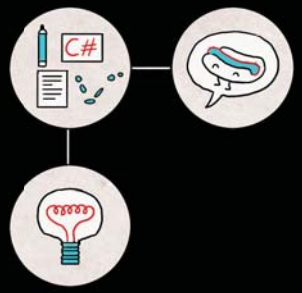
1. Learning a wide variety of key skills

CORE THEMES IN COURSES

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

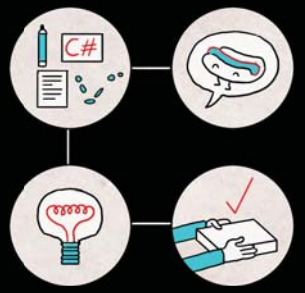
CORE THEMES IN COURSES

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



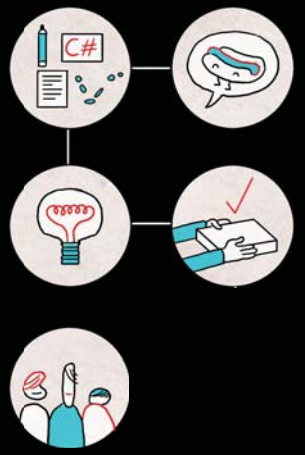
CORE THEMES IN COURSES

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



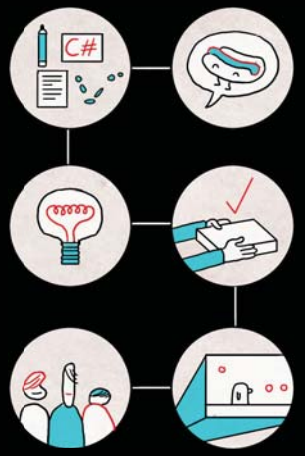
CORE THEMES IN COURSES

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



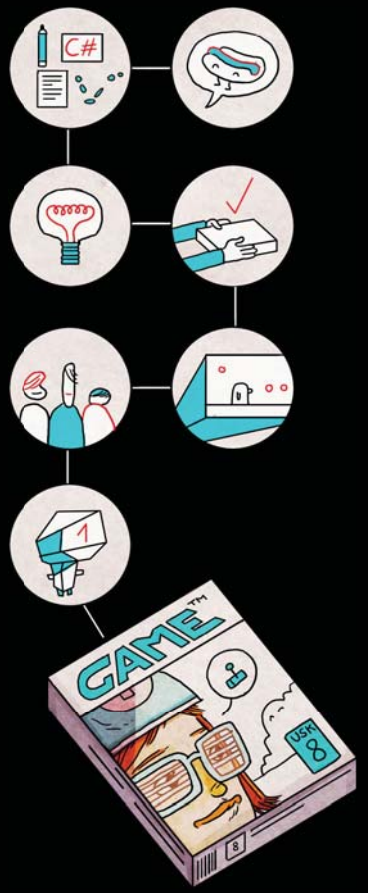
CORE THEMES IN COURSES

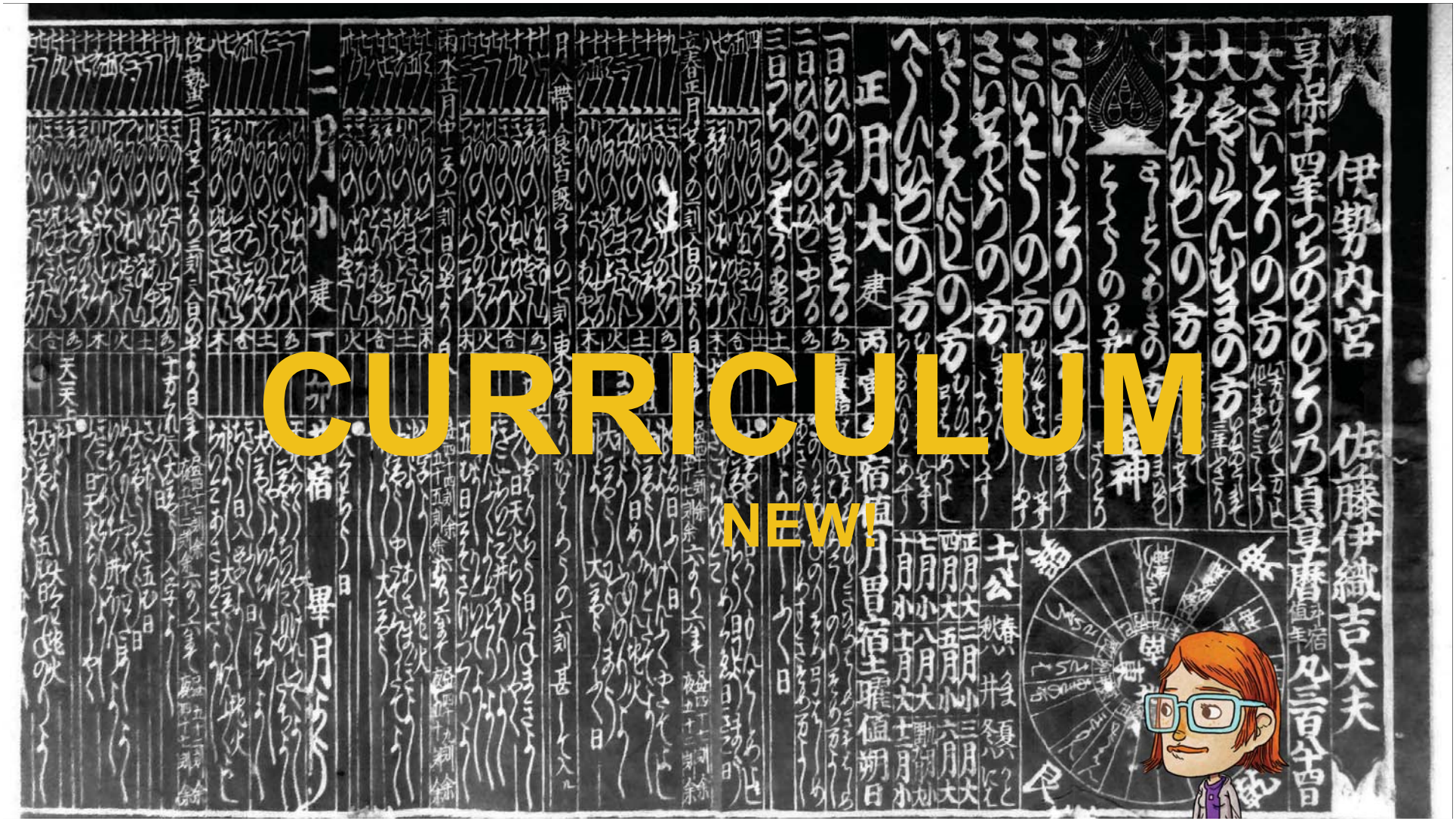
1. Learning a wide variety of key skills
2. Begin to develop your own artistic language
3. Realisation of own ideas and visual concepts
4. Starting and finishing complete projects
5. Working in a multi-disciplinary team
6. Presenting your work professionally



CORE THEMES IN COURSES

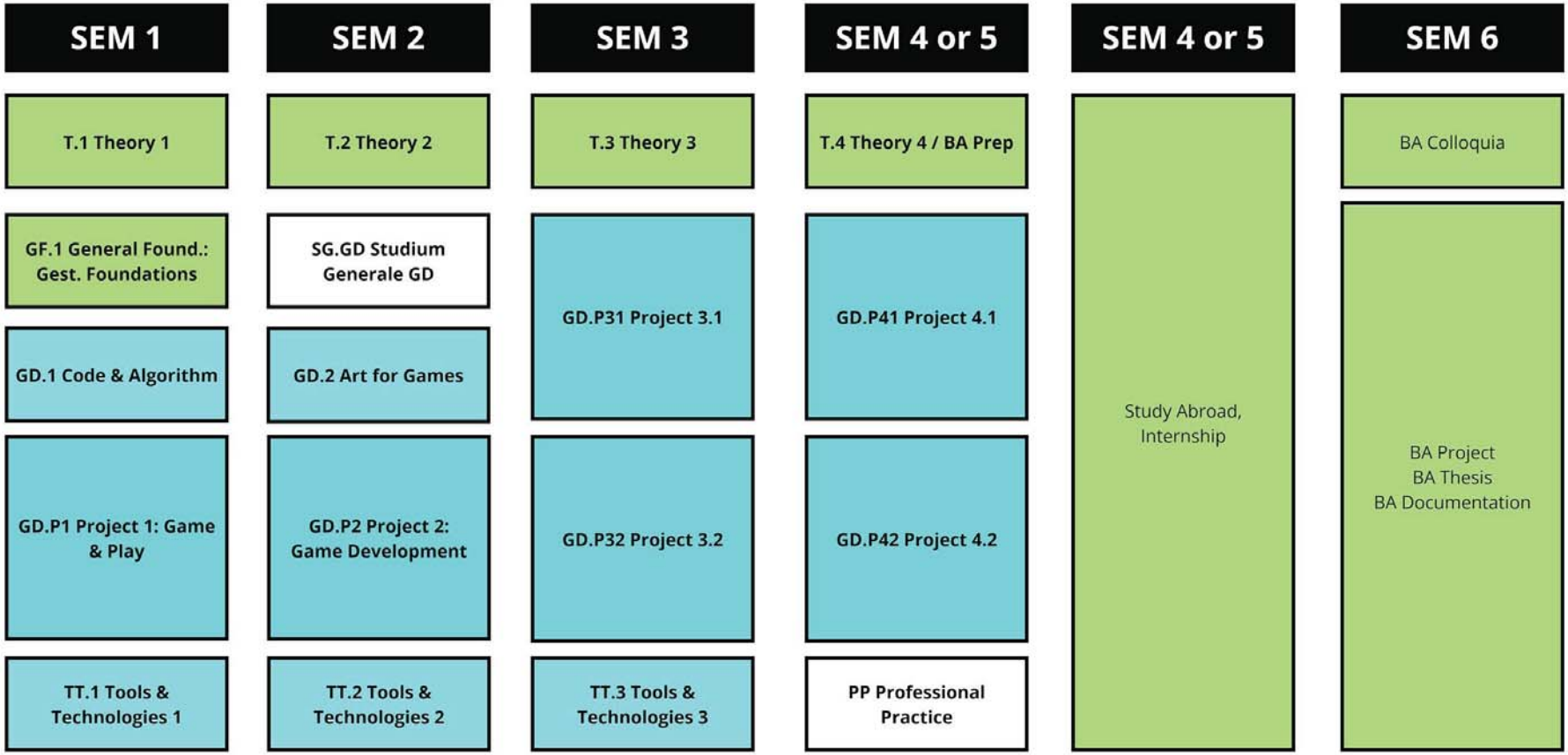
1. Learning a wide variety of key skills
2. Begin to develop your own artistic language
3. Realisation of own ideas and visual concepts
4. Starting and finishing complete projects
5. Working in a multi-disciplinary team
6. Presenting your work professionally
7. Generating ideas with methods



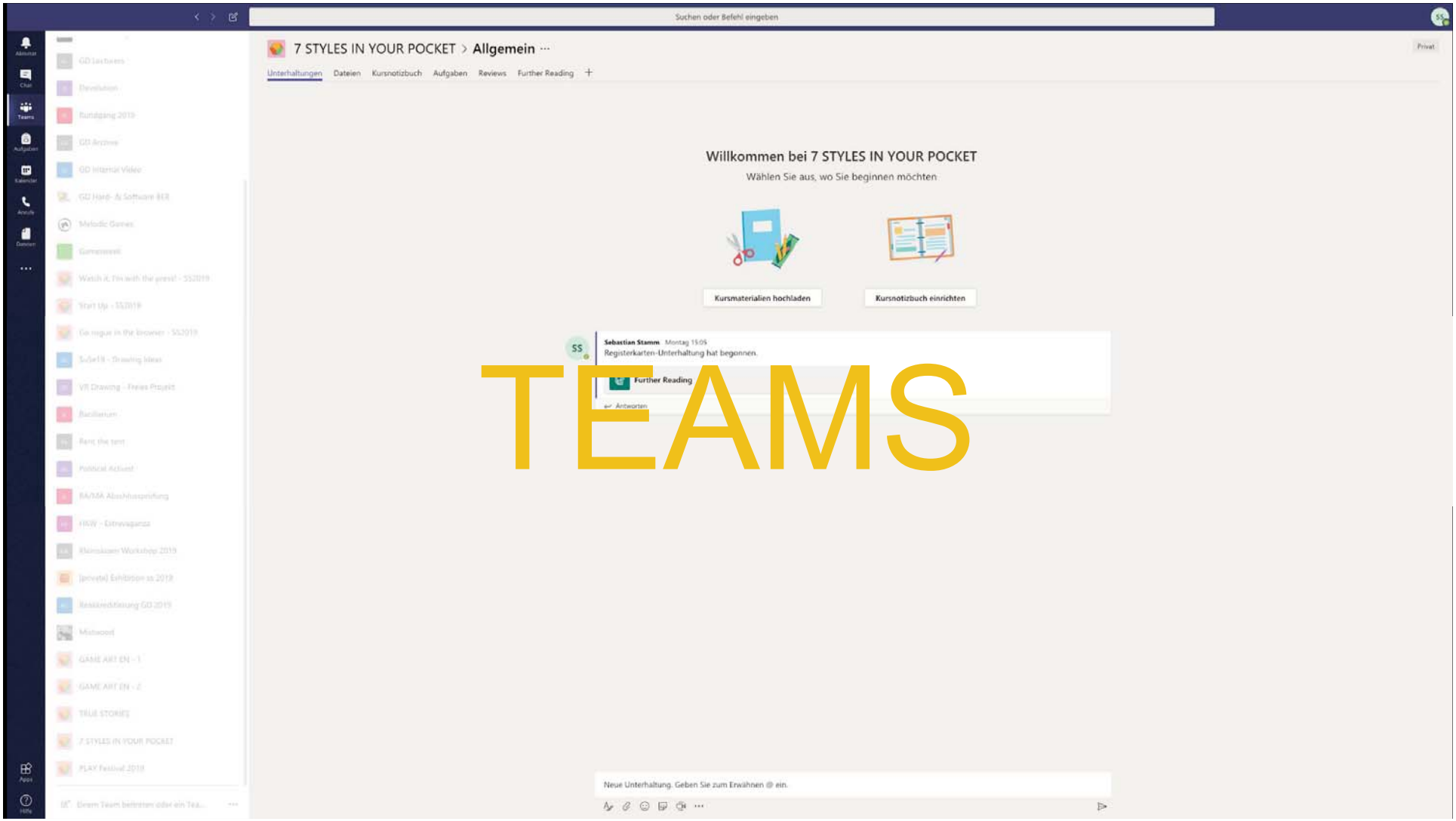


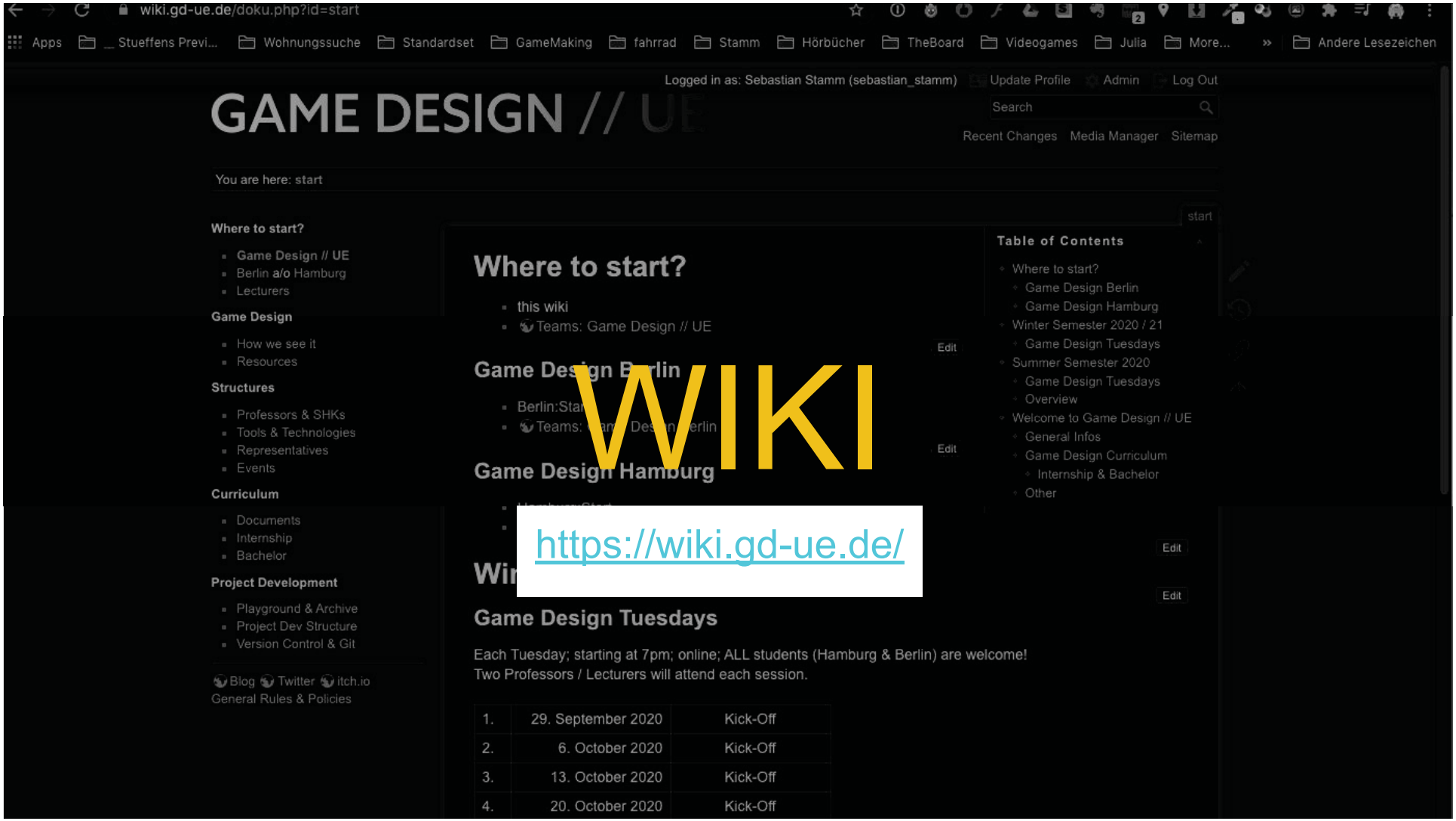
CURRICULUM

NEW!


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

CHANNELS
OF COMMUNICATION
AND STRUCTURE


Suchen oder Befehl eingeben
7 STYLES IN YOUR POCKET > Allgemein
Unterhaltungen Dateien Kursnotizbuch Aufgaben Reviews Further Reading
Privat
Willkommen bei 7 STYLES IN YOUR POCKET
Wählen Sie aus, wo Sie beginnen möchten
Kursmaterialien hochladen
Kursnotizbuch einrichten
Sebastian Stamm Montag 15:05
Registerkarten-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
Search
Recent Changes
Media Manager
Sitemap
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
start
Where to start?
this wiki
Teams: Game Design // UE
Edit
Game Design Berlin
Edit
Game Design Hamburg
Edit
Edit
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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General Infos
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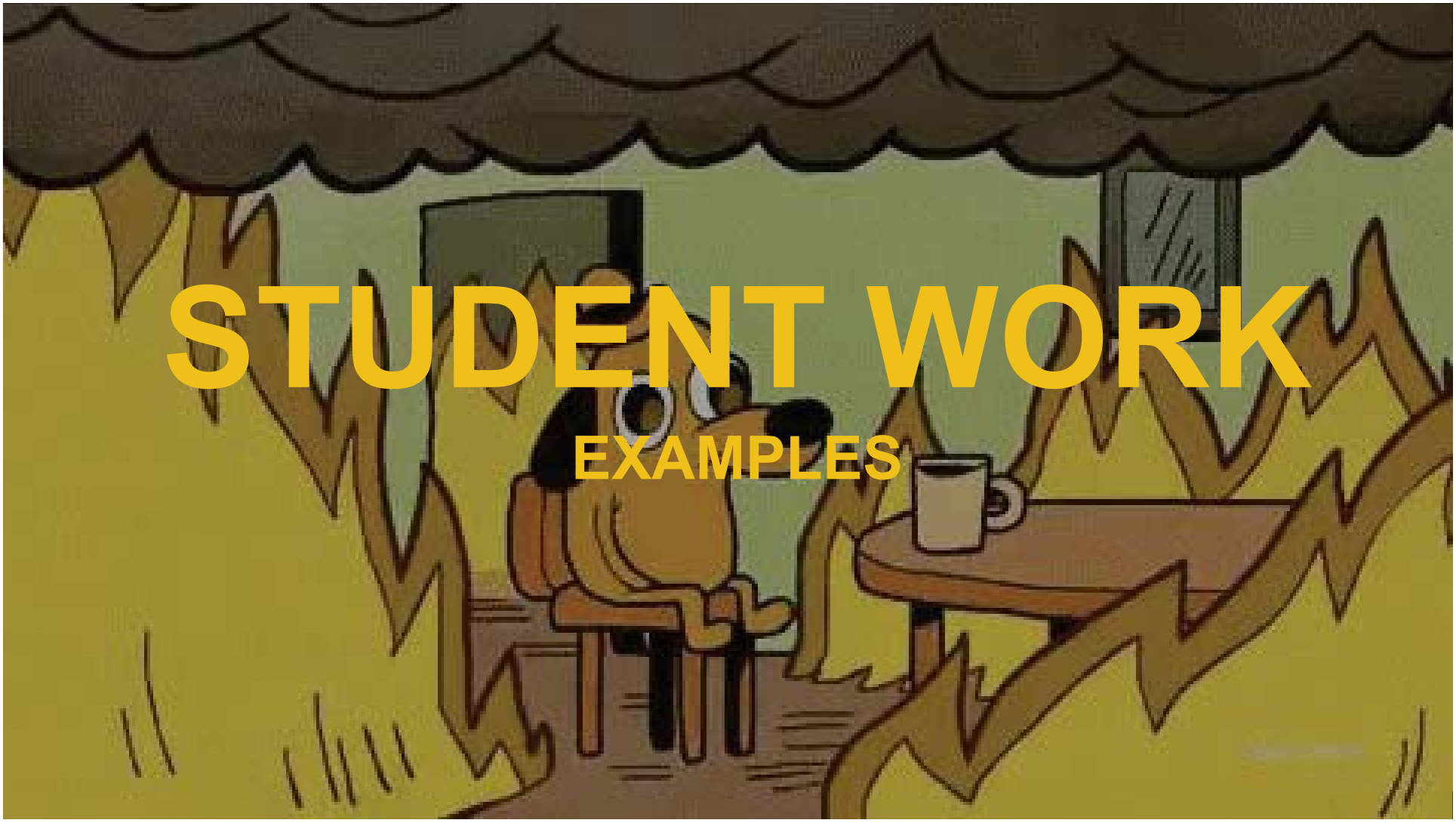
Internship & Bachelor
Other
WIKI
https://wiki.gd-ue.de/

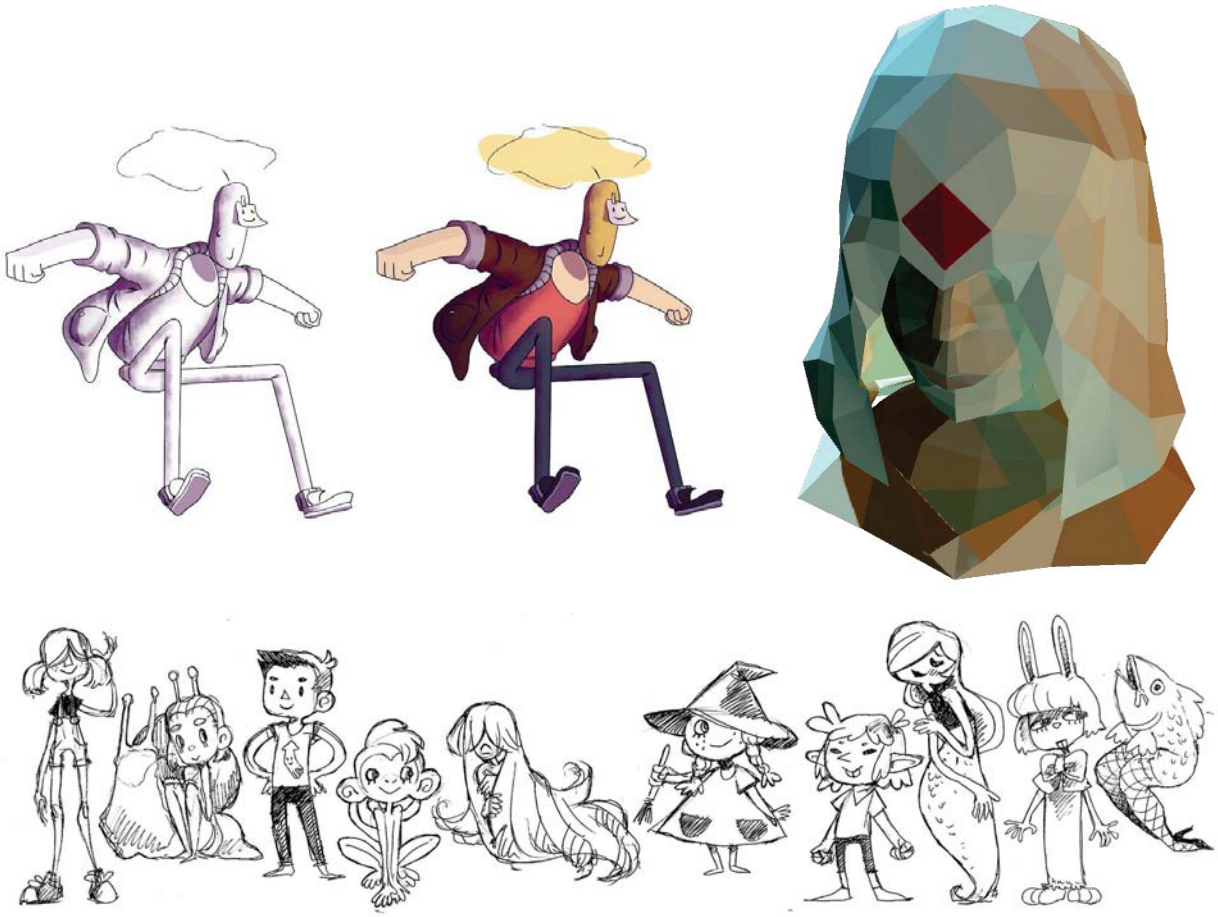
RULES & POLICIES

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

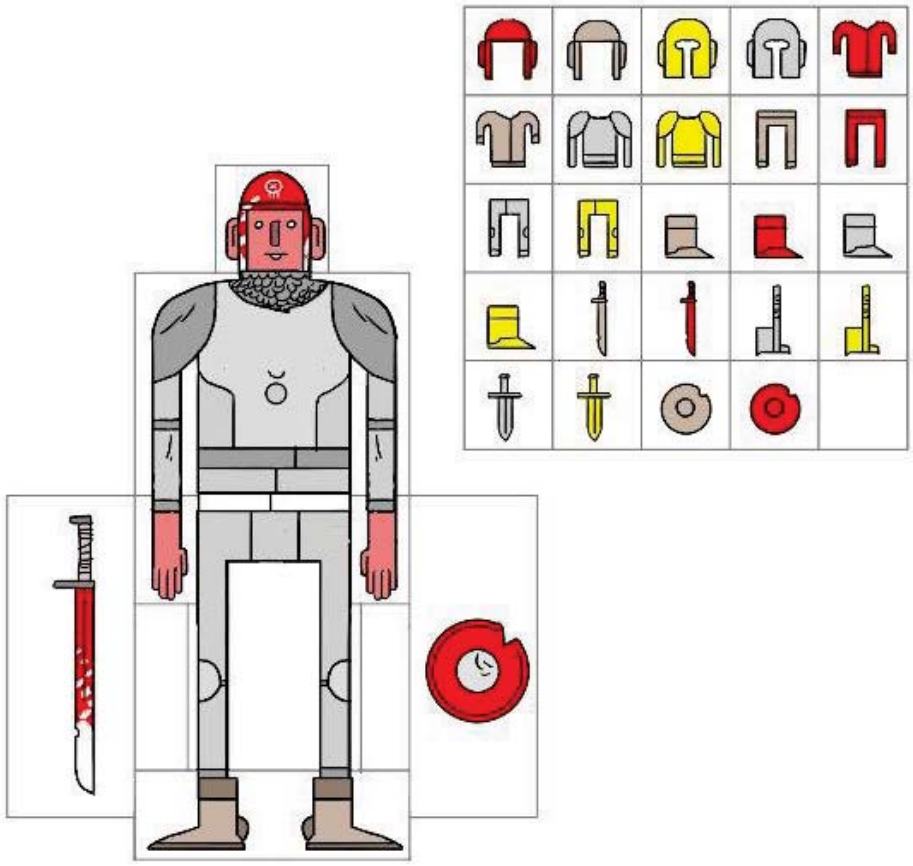
AND ALSO

GD TUESDAYS ...


STUDENT WORK
EXAMPLES

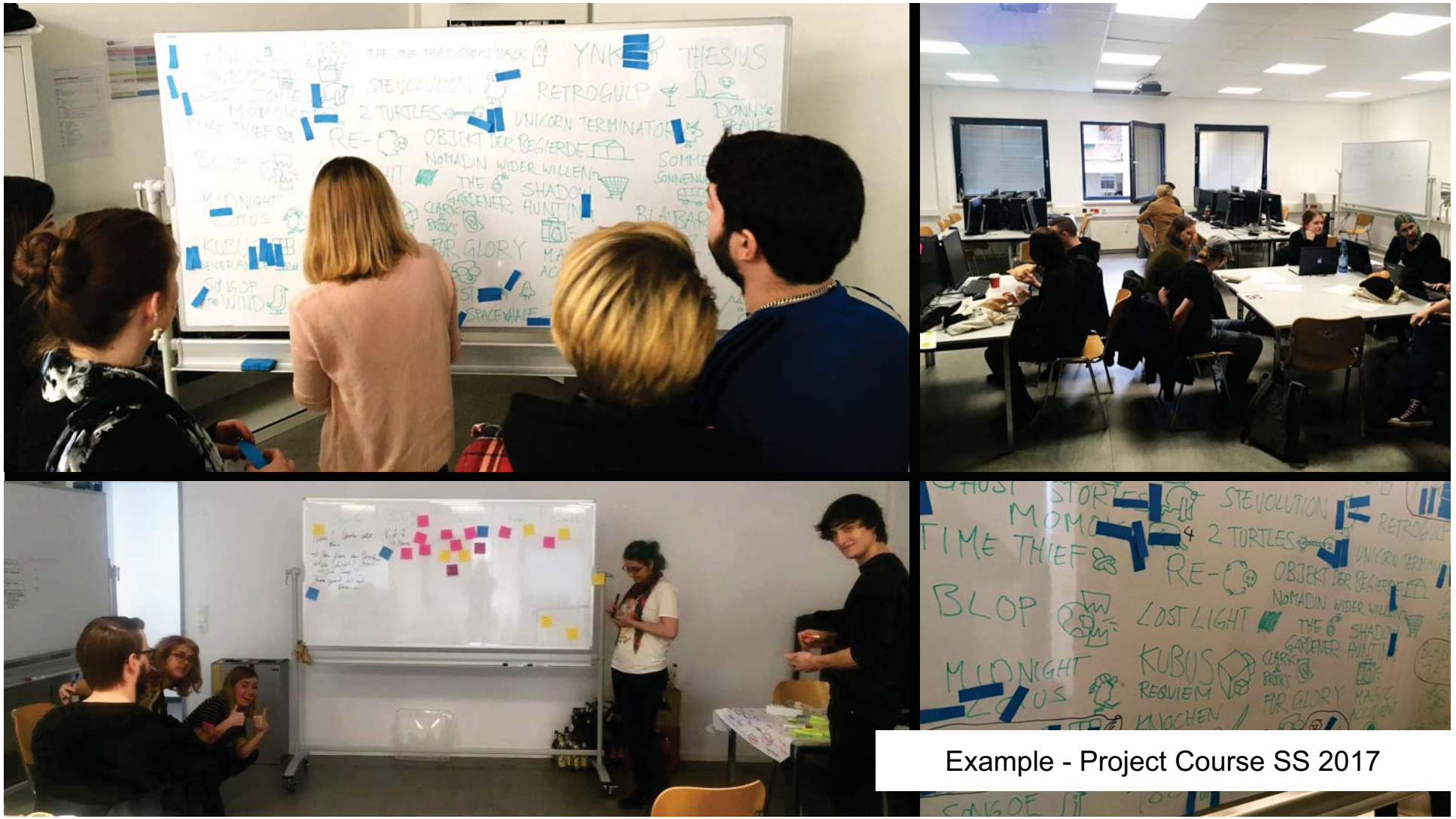


Example - Characterdesign WS 2016/17



Armor Value : 24
Weapon Damage : 7

Example - Game Art Scripting WS & SS 2017



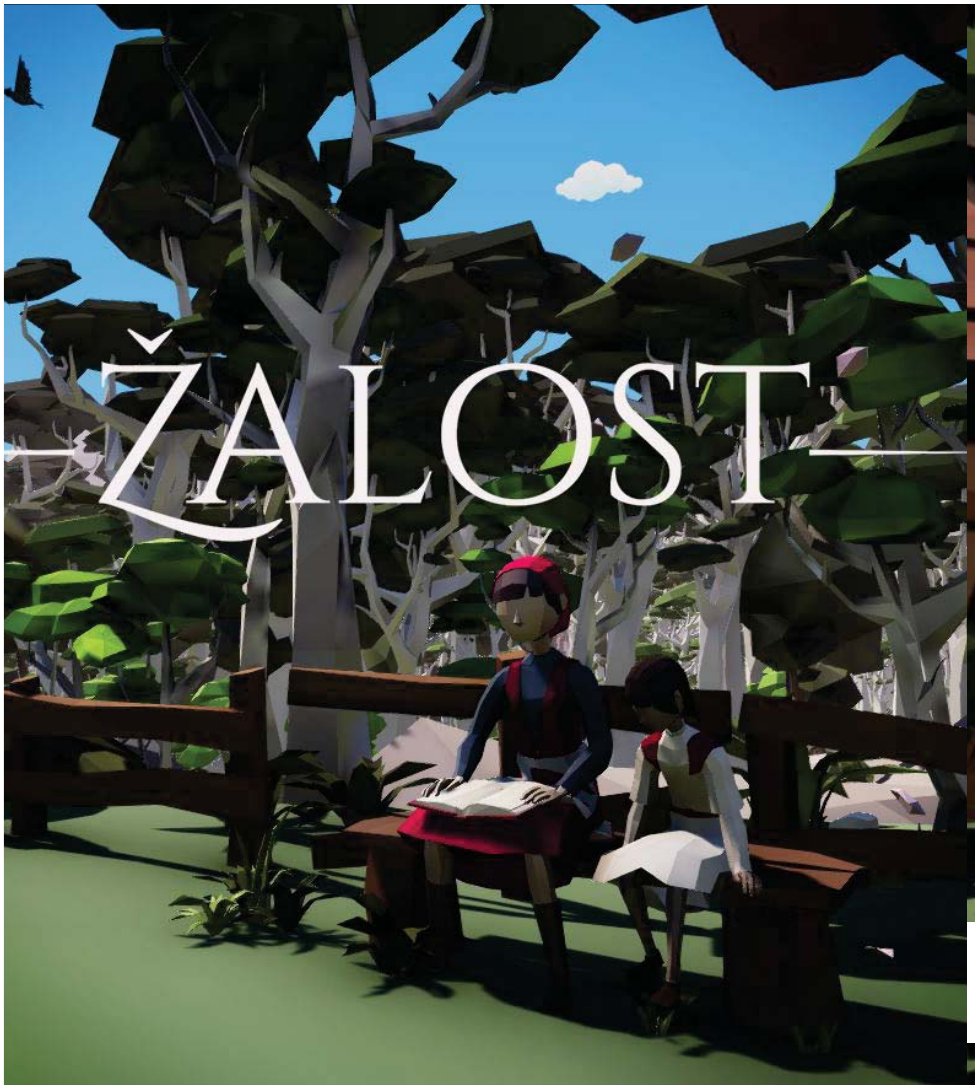
Example - Project Course SS 2017

Rave Cage Carnage

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

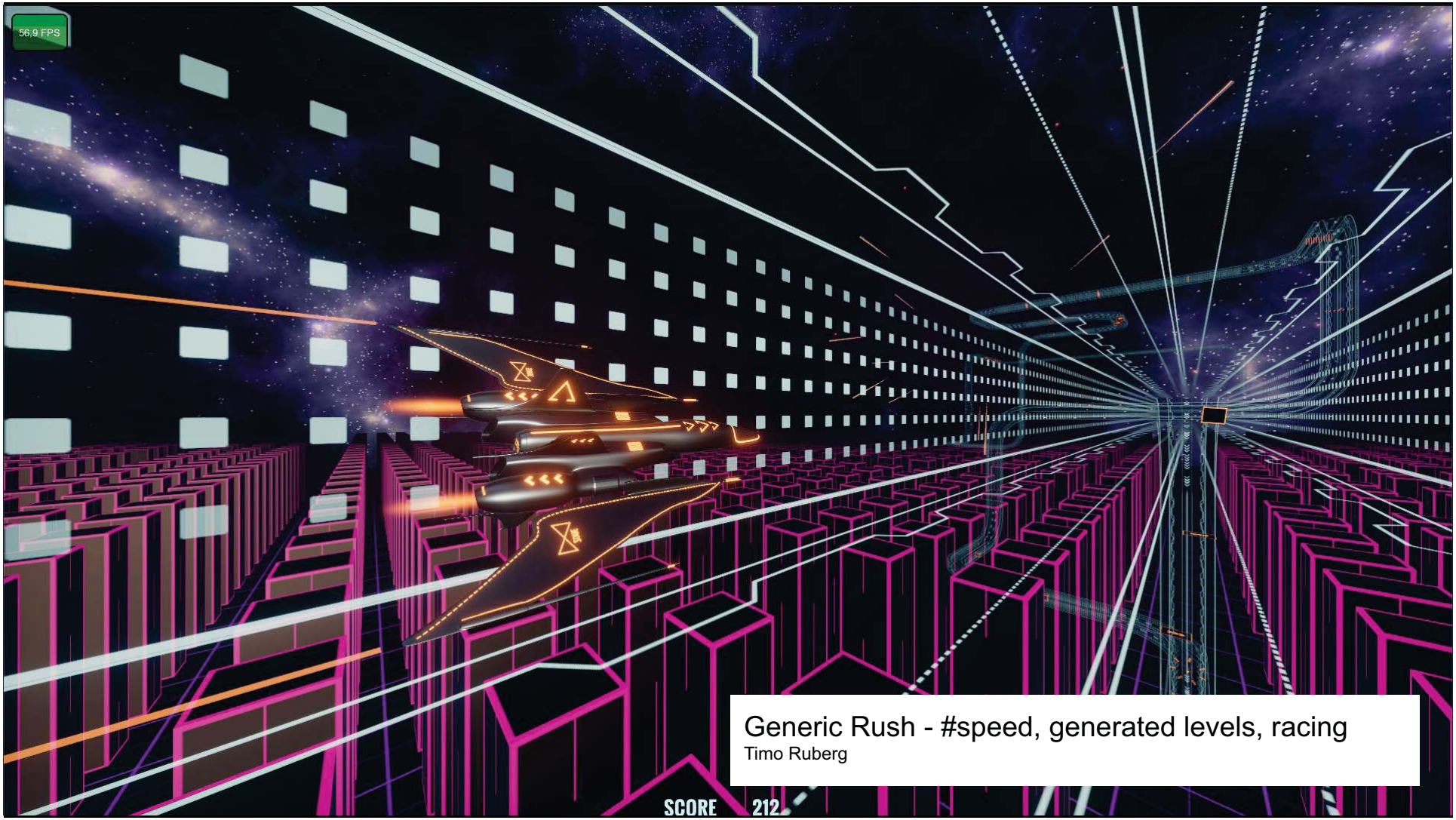
A Case for Watson
https://lucamartinelli.itch.io/a-case-for-watson

Yes?
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 Ask About
Drop Here to Delete
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

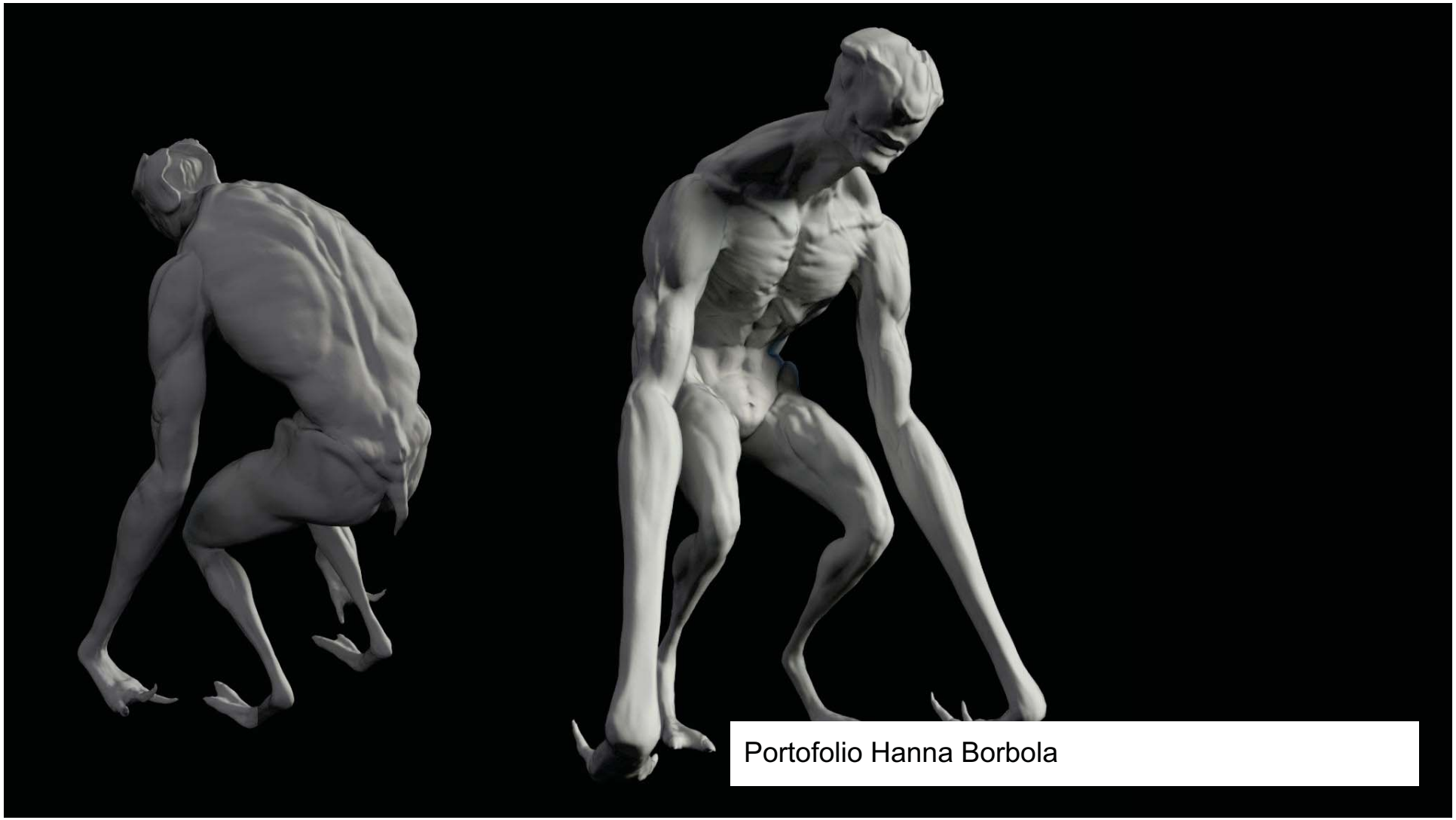
Timo Ruberg

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,

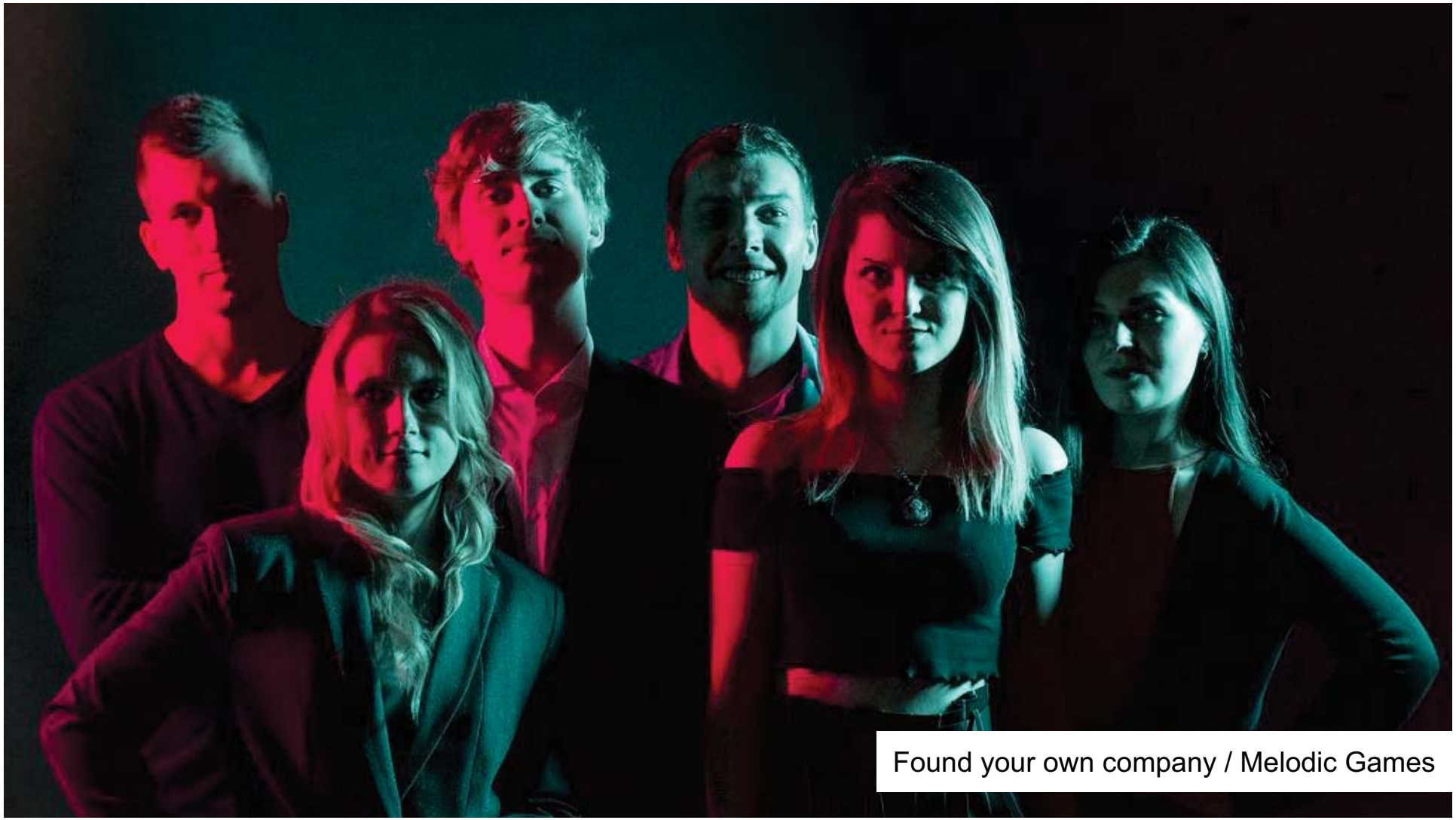

Portofolio Hanna Borbola

Please also visit

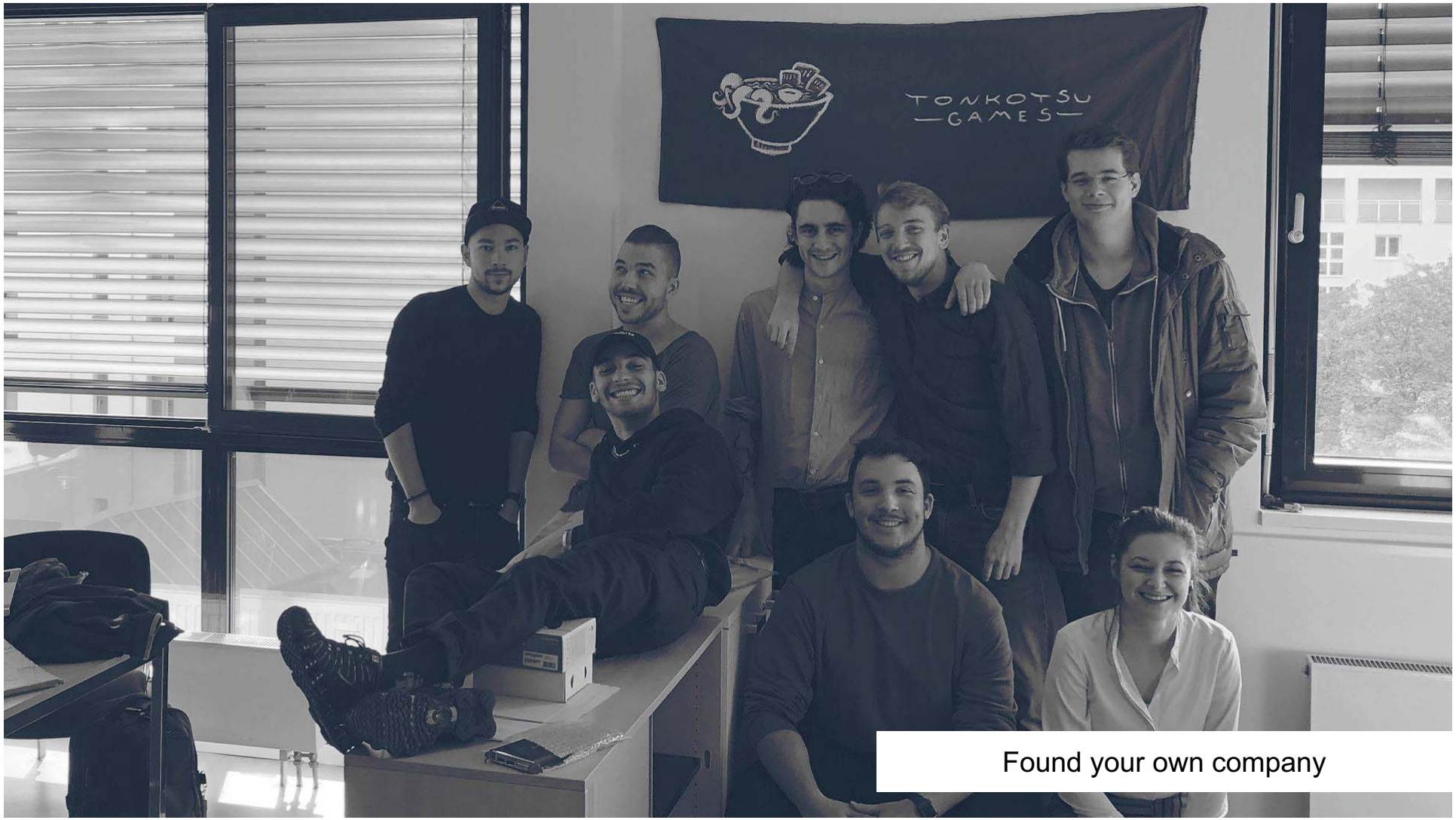
https://gamedesignue.itch.io/
http://gamedesign.ue-germany.de/

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

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http://gamedesign.ue-germany.de/