

MODULE REFLECTION



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GCD61504 / GAME
STUDIES



a picture of my younger brother (left) looking at me cluelessly playing a game on PSP

"GAME STUDIES IS THE DLC
I NEEDED FOR MY
COMPUTER SCIENCE
DEGREE" -ALDEN

PREFACE

Gaming has been and will always be a part of my identity forever. As a person that aspires to be a AAA game developer in the future, this module Game Studies has brought my perspective into a broader view of understanding in the realm of what we define as a "Game". And Mr. I would like to give my thanks to Mr. Charles for guiding us through the semester, really love your philosophy in teaching and your passion in gaming despite the age gap, keep up the great work and I will see you when I see you.



REFLECTION ON THE LECTURES

The module initially provided us with a series of topics to investigate to further broaden our understanding and gain deeper insights on what we define as a "Game". Although a person like myself has been involved in gaming cultures all the time, I still find myself learning a lot of new things in terms of the philosophical views of games such as being able to identify gameplay patterns among other cultures, the history of games, etc. These kinds of investigations have allowed me to appreciate more what we have today in the gaming industry and also to understand the fundamentals of what makes a game so-called a "game", in my opinion, it's the psychological factor of what makes people view it as a game, and it all boils down to the "objective" and the sense of accomplishment it could give from it. Through the investigations and exercise, I now have a grasp on the fundamental philosophical view of how a game should be made and it has aided me to develop our final project with this mindset kept in mind.

REFLECTION ON THE MODULE AS A WHOLE

To recap the overall semester, we started off with a series of exercises and lectures from Mr.Charles, the main goal of these activities is to familiarize us with the fundamentals and prepare us to develop a proper game for the assignment. After the required material has been taught, Mr. Charles proceeded to let us develop our game at our own pace, meaning to say no more classes since week 7. As a computer science student with no background in design at all, I have always feared going into something more abstract and creative (disclaimer: I love getting abstract and theoretical in terms of knowledge like mathematics, but hell no to art, xd), luckily I have managed to get 2 students from the design school, they've played a big role in our assignment, couldn't thank them more for their concept art design.

We have decided to create our game inside an engine called "RPG Maker". The engine itself is very newbie friendly as it has prepared a lot of pre-designed templates for us to use, but even creating it ourselves wasn't a big hassle as it's still relatively easy to use, the engine only requires us to drag and drop and do some very high-level language coding (the term high-level means almost human-like language coding, easy to use and understand). As using RPG maker is very common among students, the lecturer told us to be more narrative-oriented, and ensure the storyline is rich and layered as there are already tons of RPG games made by students from the past semester. After weeks of story writing, we have finally come up with one that we find satisfying and unique among the others. Then we started to do our concept arts and map designing, followed by game mechanics such as movement, battle system, interactable and etc.

Developing the game is quite a pain in the *** as I have several other projects to develop such as 3d modeling and a program waiting for me to code. But with a very coordinated development plan done by us, we still managed to catch up with everything on time, meaning to say we still maintained a group meeting conducted face-to-face once every week. I would say that each of us in the group has a very specific skill set that we all need to keep the group functioning , like myself is a good coordinator, Amirul and Junyu have been great at developing the backend of the game, meanwhile, Alyssa and Abigail as our concept artist.

The module as a whole has given me the opportunity to understand what a game means in a very logical manner and also how to develop a game properly, if there were more time, I would definitely further develop the prototype we have right now by using some of the knowledge I have learned from other modules like software engineering to further optimize the game. To sum things up, the contents and materials provided are sufficient enough for us to prepare for the assignment of the module. It was a breeze when going into Mr.Charles's lecture on this module as he's been keeping his lecture up to date and relevant to the current meta. it has been a pleasurable experience with my groupmates as they all have been very nice and cooperative by any means. The contents and ideas in this module I have learned have greatly benefited me to become more aware on the ideology of game and its purpose of existence.