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Beyond mechanics: Directing an integrated Gameplay experience

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You want to create an immersive and challenging game? Do you have a set of working game mechanics and ‘just’ need some story wrapped over it? Well, designing game mechanics isn’t enough for the successful development of a game, especially if your game has to convey the narrative component! In this video presentation, we shall analyze the terms gameplay, game mechanics and ‘narratization’ from the point of view of a game director, a concept of the creative-lead position of the game designer allowing a faster and smoother production. Looking at multiple examples from casual to AAA game concepts this session provides an overview on how to synchronize mechanics which the fictional layers to create a whole and integrated experience applying game directing methods.

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