

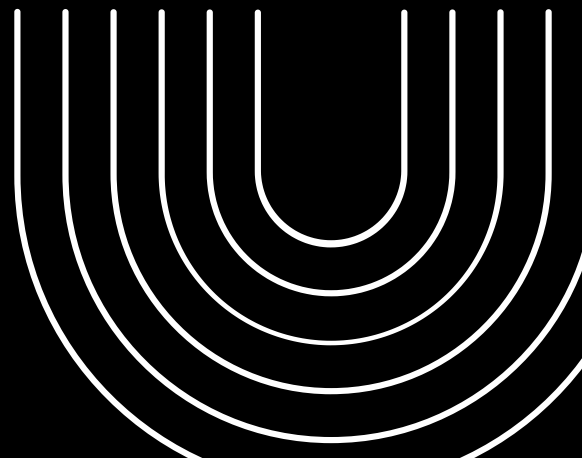


course outline certificate in indie games development



COURSE OUTLINE

This document summarizes course curriculum and structure



> Course overview

Indie games represent the majority of games released globally every year, from bedroom-sized studios to larger based inner-city offices. This is an exciting space to be because indies everywhere can find enormous success; reaching new audiences simply by creating the games they care deeply about. Gamers turn to independents when they want to experience something different from AAA; from the mainstream. They are looking for new experiences, to enter alternative worlds or to discover new niches in life. This makes indie games development an especially exciting space for individuals and start-ups who want to explore new IP and genres, and for people wanting to challenge traditional gaming and storytelling. On this course, you will learn to get started at being a creative independent within the games development space. Over six-months and six modules on this online course taught by industry experts, you will learn a broad range of design-based and technical skills that empower you to build, promote and distribute compelling video games using contemporary tools and software.



MODULE OUTLINES

what will you learn?



6-months part-time, online course. Includes 48 taught sessions, one to one tutorials, self-directed study and three assignments



Module 1

foundation

WHAT'S COVERED...

The course begins with an exploration of foundational concepts in the field. Games development is a rapidly changing, multi-disciplinary area. It relies heavily on ideas from science, mathematics, art, filmmaking and more. Indie games development is especially exciting because it empowers small companies and independent creatives to participate in arts, culture and business in an impactful way.

This module introduces the landscape of contemporary games development generally. It explores common software, processes, tools and technical ideas that you will encounter frequently as a developer. This includes software such as game engines, asset creation tools, file sharing and archiving tools and document creation software.

By understanding this foundation, you will develop greater confidence in approaching games development independently, being able to research and problem solve more effectively.



Module 2

business models

WHAT'S COVERED...

Making excellent quality games is only part of the story to surviving as an independent creative. Beyond craft, you also need to consider your business. This includes the marketplace, your audience, regulation, trust and broader metrics for success.

These considerations, and others, are crucial for surviving and flourishing as a contemporary game developer. This module extends upon the previous and explores fundamental business models for indie games development. Such as: how to establish a creative business in the UK; researching markets and analysing trends; the importance of intellectual property and different ways to raise funding and resources for your game ideas.

By completing this module, you will feel better placed to develop solid game ideas that align to and promote your business aims.



Module 3

establish Your voice

WHAT'S COVERED...

People play independent games when they want to experience something different, or because they want to support smaller creators who share their values and have a distinctive voice.

This module explores the art and science of game design from an indie perspective; about how to develop ideas and themes into fully formed game designs that are carefully considered. Here, we examine core design principles on how to create game design documents; how to decide on genre, theme, audiences and platforms. And we also explore social impact- building games around communities and purpose.

By completing this module, you will be able to create thoughtful game design documents that represent a solid foundation and roadmap for beginning the development process.



Module 4

collaboration & production

WHAT'S COVERED...

After creating a complete game design document, you'll need to implement that design through development. For development to be effective it must follow from a carefully considered plan; one which allows all involved team members to work together easily.

This module explores games production; namely, the act of getting things done by managing time, people, risks and resources. It looks specifically at the Agile methodology, collaboration tools for remote teams, file sharing and version control, and also how to build meaningful schedules.

By completing this module, you will understand the logistical challenges facing game development teams, and specifically some unique challenges facing many contemporary indie games developers. This will help you better prepare for running your own games development studio.



Module 5

rapid prototyping

WHAT'S COVERED...

Rapid prototyping is about using game development tools, such as game engines, to quickly transform a game design on paper into a playable artefact on the computer that faithfully captures the spirit of its gameplay.

Prototypes are functional 'proofs of concept' that allow developers to cost-effectively assess whether a chosen design will work in practice, and whether it should be continued and finalized. For this reason, prototyping is a powerful and important skill that every indie developer needs. This module begins a practical project; a two-person collaboration spanning two modules where you will work alongside another student to focus on collectively building a single prototype from a chosen game design.

By completing this module, you will consolidate skills in fast iteration, game engines and creative collaboration.



Module 6

promotion & distribution

WHAT'S COVERED...

Promotion and distribution are about getting noticed, about delivering your game to its audience, and about being remembered well by gamers and the industry more broadly. Achieving this relies on understanding your audience, being faithful to them, and on being aware of opportunities in the marketplace that can help you stand out.

In this module, you will complete your two-person rapid prototype; you will be able to showcase your work, and we also explore ways you could take your game further as a commercial title in the current market.

By completing this module you will consolidate a broad skillset- across design, production, development and promotion- that will be valuable to succeeding as a indie developer and as a member of a small game development studio.

CERTIFICATE IN INDIE GAME DEVELOPMENT



"Marketing is no longer about the stuff that
you make, but about the stories you tell." -
Unknown