

Game Design Research Doc



Name: Dylan Tromp

Introduction

In this document, I show my research on what Game Design at Fontys ICT offers. From what subjects and programs, I will learn, to what job opportunities I will have, even with back up plans if Game Design doesn't work out.

My main research question:

What does Game Design track at Fontys offer me in terms of skills, and future career opportunities?

Sub-Questions:

1. What is game Design in Fontys?
2. What subject/programs are covered in game design?
3. What projects are possible during game design?
4. If game design jobs aren't possible, what other jobs can I get?
5. What other skills can I get from game design that don't have anything to do with technical skills, for example teamwork?
6. What companies do Fontys work with for game design?

What is Game Design in Fontys?

Game Design at Fontys is not a separate full study, but a specialization inside the ICT bachelor. The official description of the program says that students learn to apply ICT to the development of both entertainment games and applied games (for example for educational purposes, training or product innovation), using up-to-date game development tools and working for real clients. Source: fontys.nl

Fontys also has an inhouse game studio called Dogfood studios, which describes the GDD track (Game design and development track) as a track that invited students “to really understand why games are designed the way they are”, and to get hands on experience with designing and creating their own games with the newest technologies. It also aims to expand its students’ skills as software engineers by using game engines, or as a UX designer (User Experience designer), with another goal of showing how a game design perspective works with industry partners. Source: [Dogfood Studios](https://dogfoodstudios.nl)

In practice, Game Design offers support in learning AR, VR, and other platforms, to make games, and has an innovation lab to help with the creation. Fontys goal is students with an idea to make validated playable games, using a play centric design approach.

What subject/programs are covered in game design?

According to the Fontys Game Design page, the semester focuses more on PC’s, tablets and smartphones, and some new technologies, for example the VR goggles Oculus Rift.

Students use these devices to make the games and have courses to help develop the following skills: concepting, 3D Design, sound design and tooling.

The Dogfood GDD page explains more about the game design in semesters 3 and 4. The students begin by analyzing their favorite games, they understand their designs. From there they design their own games by starting with what type of experience, then defining the needed game mechanics, and finally capturing this in a game design document. After that they try to make a demo and do user testing to validate their ideas.

Sources :

1. [ICT Game Design and Technology](#)
2. [Dogfood studio](#)

What projects are possible during game design

Game Design matches mainly by doing actual projects. You start with a crash course to get used to unity or other programs. After that phase, you start on a small design project, after that your own project, where you create a game concept and prototype with a teammate, at the end theirs the industry project where a group designs a game for a real external client.

Later in game production, you will work more like a real game studio. Together with a team you prepare a pitch for Dragons Den, where industry experts judge the concept and prototype.

Sources:

1. [Dogfood Studios](#)
2. [Partners Fontys ICT](#)

If game design jobs aren't possible, what other jobs are possible to get?

Getting a job with a Game Design is hard, so if that falls through a backup plan is needed. With research, Game Design at Fontys is built on a broad ICT base. You don't only learn to design games, but also to work with game engines, programming, UX and prototyping, which are useful in many other ways.

Because Fontys works with a large network of partners in different sections, it is still possible to find a good job or internships with the school's help. Be it as a UX/UI designer, interaction designer, software/front end developer, or serious game designer. In the other jobs away from game designer the player/user focused, interactive, playful experience is still valuable, even if the product is not a game.

Sources:

1. [Dogfood Studios](#)
2. [Partners Fontys ICT](#)

What other skills can I get from game design that don't have anything to do with technical skills, for example teamwork?

Besides technical skills, Game Design at Fontys also helps build other soft skills. Because we work in teams on real assignments from companies, you learn to communicate, plan projects, divide tasks and deal with feedback from teachers, classmates and external clients.

Within the GDD projects you also practice pitching my ideas, for example Dragons Den, doing user tests/playtests and reflecting on what works and what didn't in the project. This helps with presentation, research, problem solving and critical thinking, which are useful in almost any ICT related jobs.

What companies do Fontys work with for game design?

Fontys works with a large network of companies and organizations. On the partners Fontys ICT site, they mention all their partners, and the overview shows sectors like technology, healthcare, education and creative industries.

Game Design project often run inside the Fontys ICT InnovationLab, where partners in InnovationLab submit real research and questions. Through Dogfood Studios and events like Dragons Den, Game Design students present their work directly to people from the professional field, including game related companies.

Sources:

1. [Partners Fontys ICT](#)
2. [Dogfood Studios](#)
3. [Partners in education](#)
4. [Partners in innovation](#)
5. [Fontys Innovation Lab](#)

Conclusion

From my research I can say that Fontys offer 3 main things for Game Design students:

1. We learn to design and build games with programs like unity, or with VR, etc. with play centric methods.
2. We work on real projects for clients, and present at events like Dragons Den and build a portfolio in the InnovationLab environment.
3. We build multiple skills from technical and soft skills that can be used for game related jobs, but also in other ICT roles like UX, software development, etc.

In short choosing Game Design isn't only because I love games and want to make them, it is also a good choice because it is broader than one might think, and opens up multiple roads to take for a job opportunity.