

# *Game Design*

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# Game Design

- ❑ May 25th
  - Brief History of Computer Games (Schrader)
  - Game Development Principles (Jung)
- ❑ June 1st
  - Game Categories (Jung)
  - Students: Bring you favourite game!
  - Game Project
    - Phidgets (Schrader)
    - Software Tools (Jung/Schrader)
- ❑ June 8th
  - Students: First Game Ideas
  - New Game Technologies I (Schrader)
    - Tangible Media
- ❑ June 15th
  - Students: Project Proposals
  - New Game Technologies II (Schrader)
    - The Reality-Virtuality-Continuum
    - New User Interfaces
- ❑ June 22nd
  - Students: Project Development Plan
  - Pervasive Gaming (Schrader)
- ❑ July 13th Invited Talk:
  - Carsten Magerkurth (Fraunhofer IPSI Ambiente & EmperoR Studios)
- ❑ Remaining time:
  - Game Design, Implementation & Demonstration

