



Creativity in the Game Design Classroom

Jessica Hammer



GDC 10

www.GDConf.com



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Learn. Network. Inspire.



Hi!

Who am I?
Who are you?



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Hi!
Who am I?
Who are you?



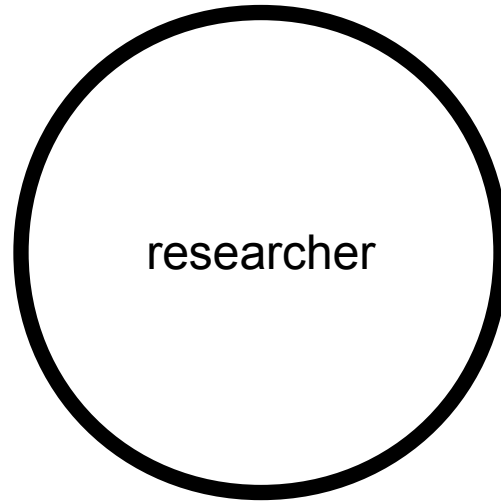
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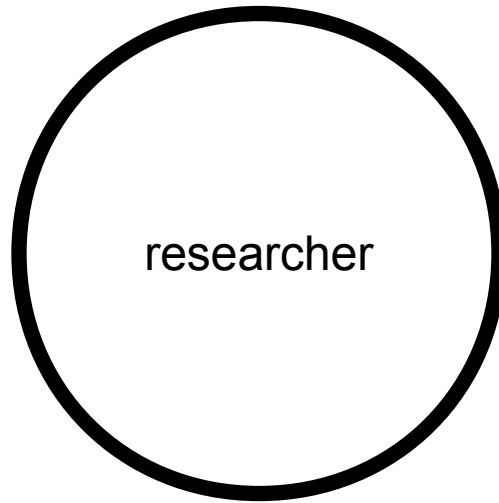
researcher



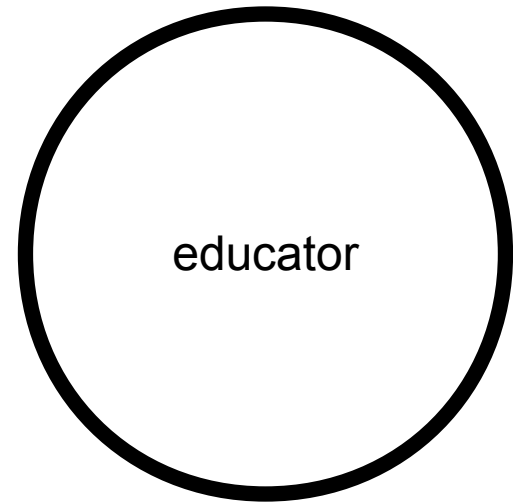
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researcher



educator



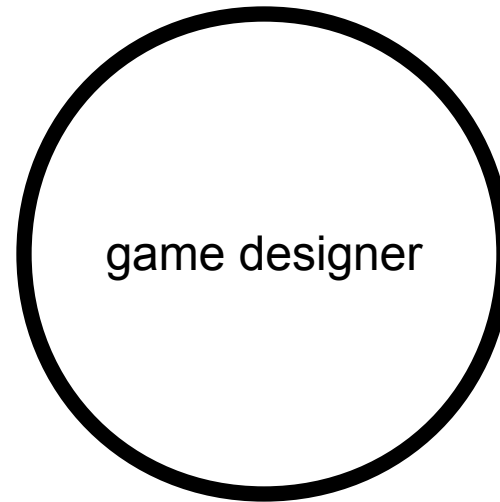
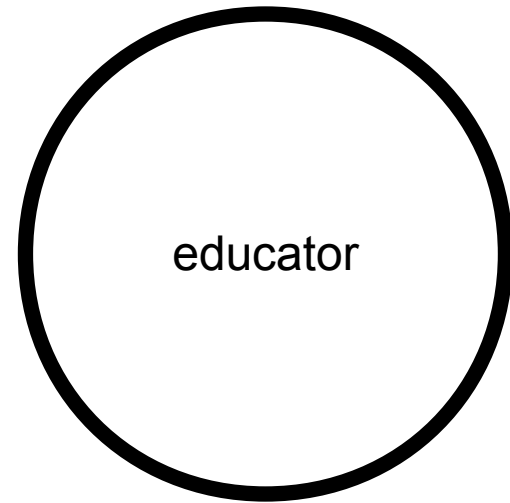
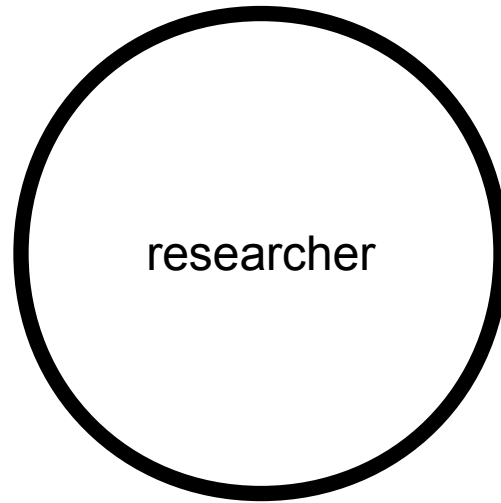
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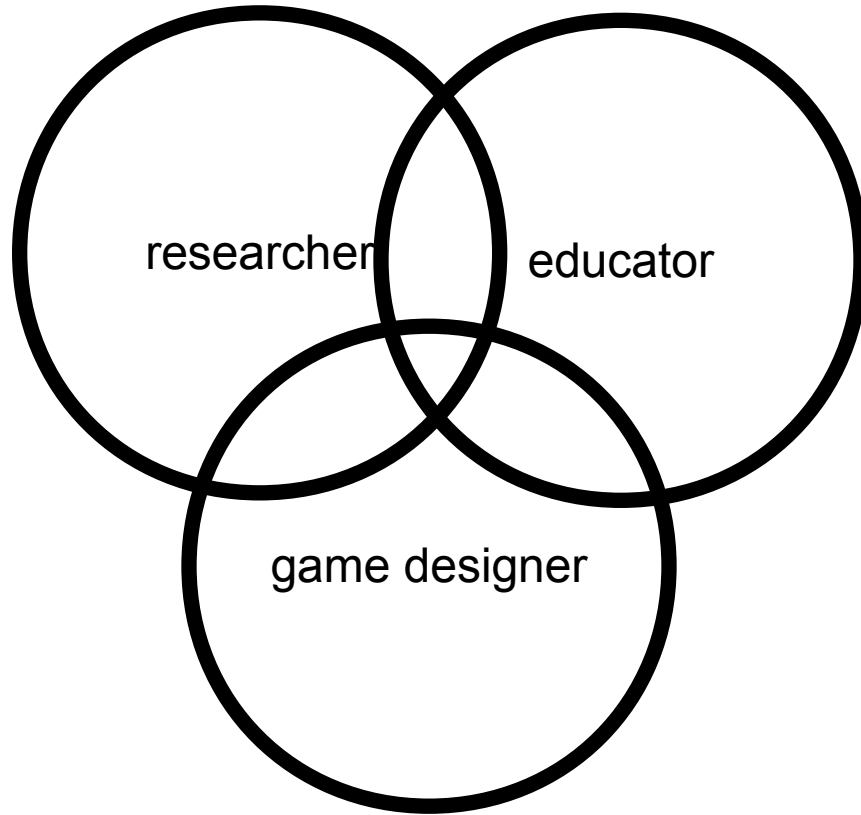
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Hi!
Who am I?
Who are you?



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educator



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educator administrator



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educator
administrator
researcher



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educator
administrator
researcher
game developer



educator
administrator
researcher
game developer
student





educator
administrator
researcher
game developer
student

... and beyond!





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Today we **will**

focus on student creativity
design creative environments



Today we **won't**

focus on teacher creativity
learn pre-constructed exercises





Schedule

1. Introduction
2. Defining goals
3. Creativity framework
4. Design exercise
5. Wrap-up





Schedule

1. **Introduction**
2. Defining goals
3. Creativity framework
4. Design exercise
5. Wrap-up



Schedule

1. Introduction
2. **Defining goals**
3. Creativity framework
4. Design exercise
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Got an index card?



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Got an index card?
And a pen?



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If this workshop
succeeds ...



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... how will you know?



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Now tell us!



Schedule

1. Introduction
2. Defining goals
3. **Creativity framework**
4. Design exercise
5. Wrap-up





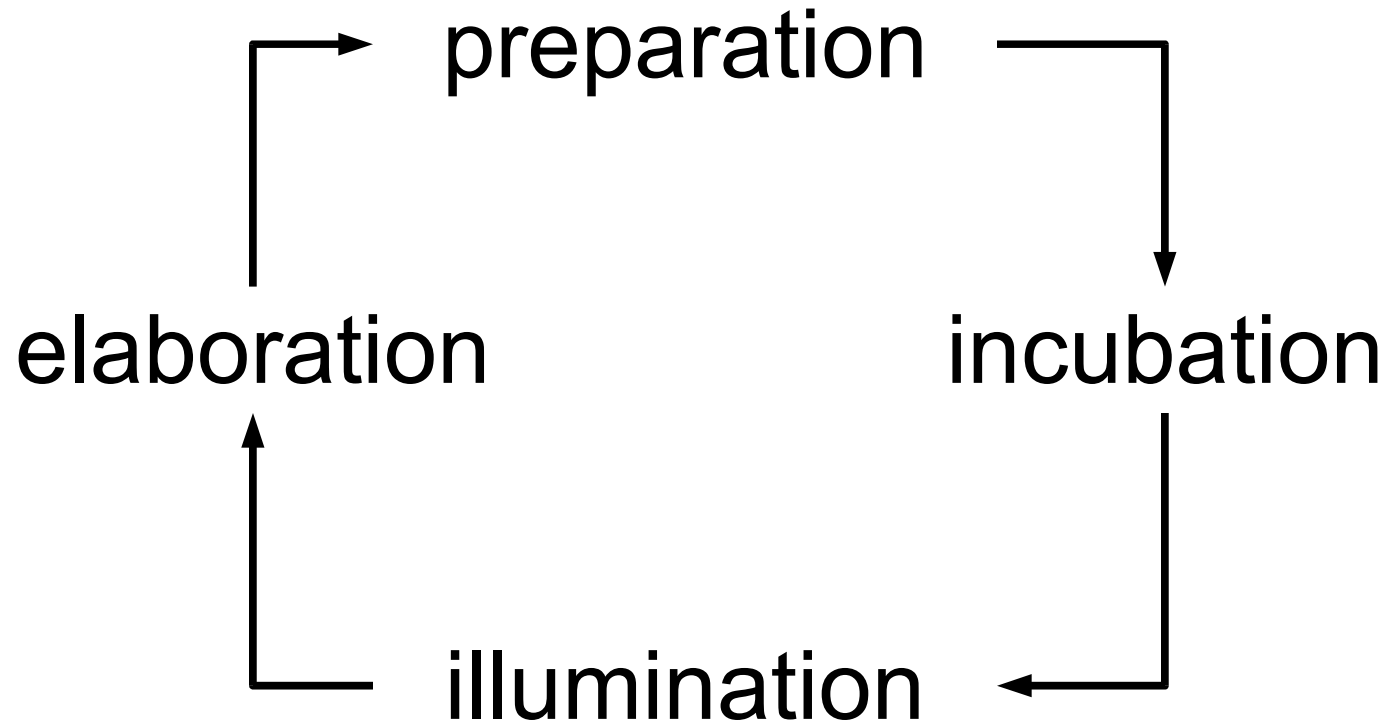
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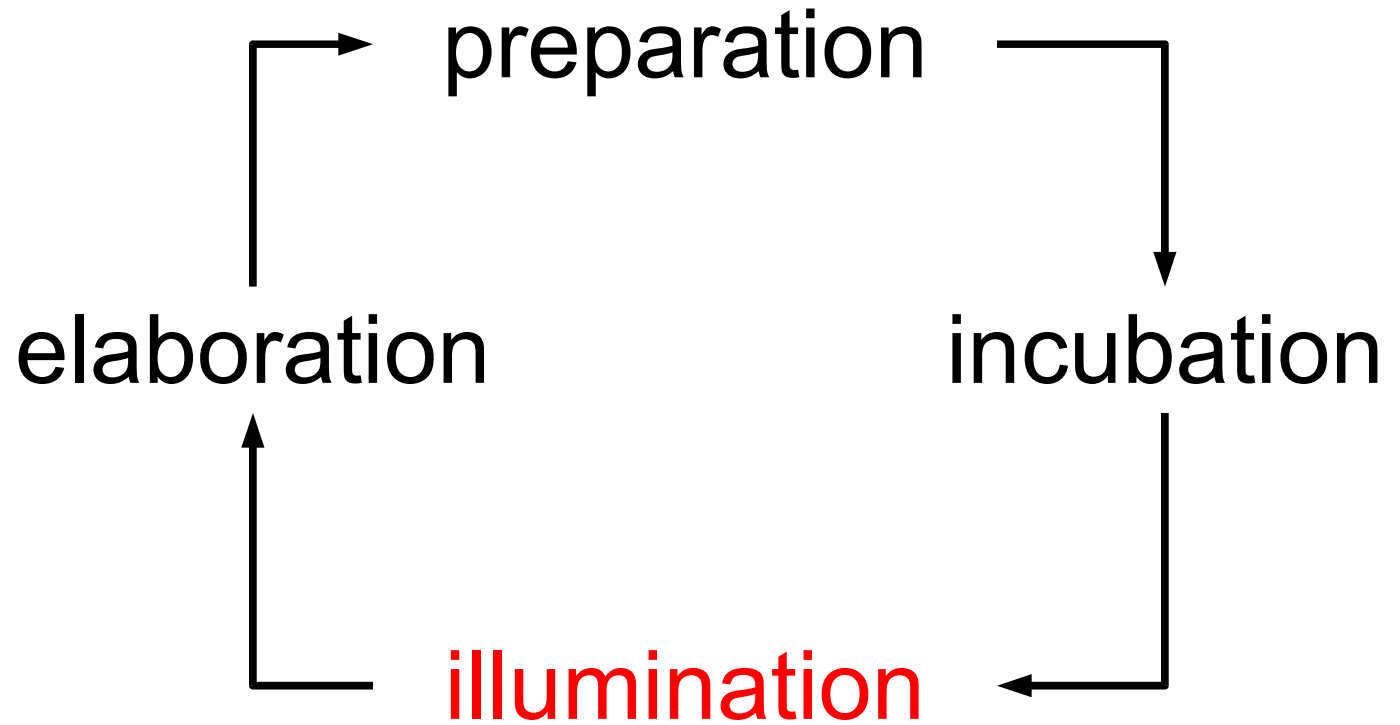
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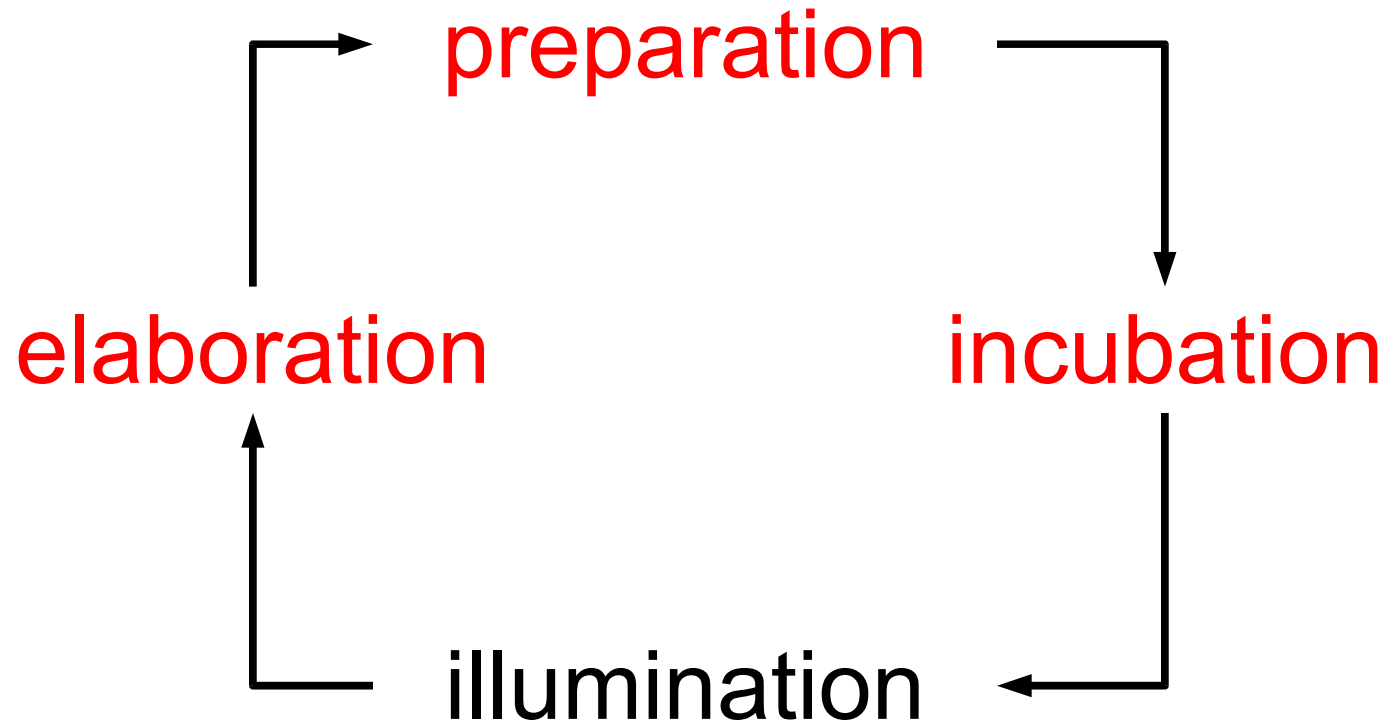
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Process Context



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Process Context

(Gruber, Amabile,
Czikszentmihalyi and more)



Critical faculties

Motivation and affect

Collaboration





Critical faculties

Motivation and affect

Collaboration





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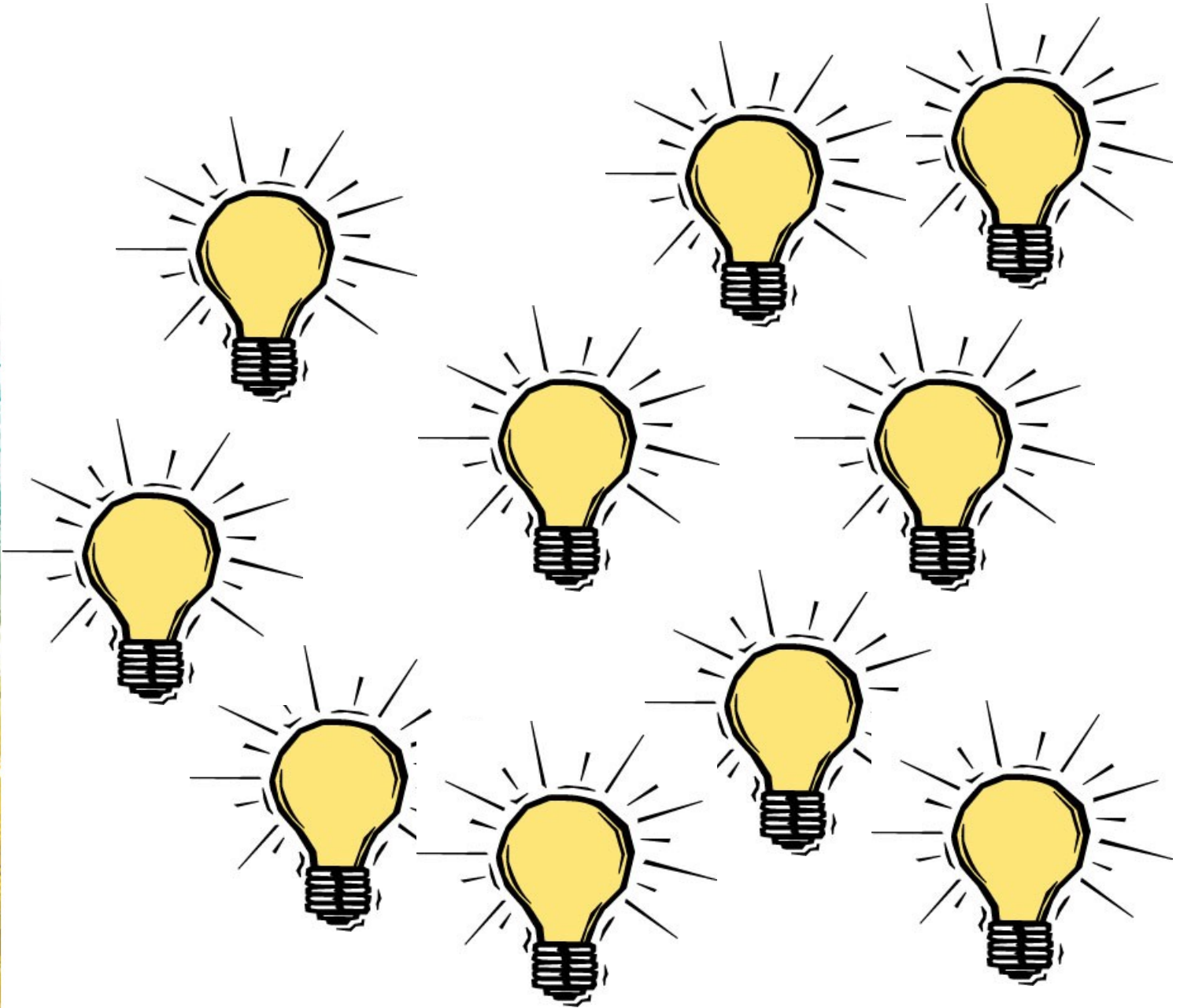
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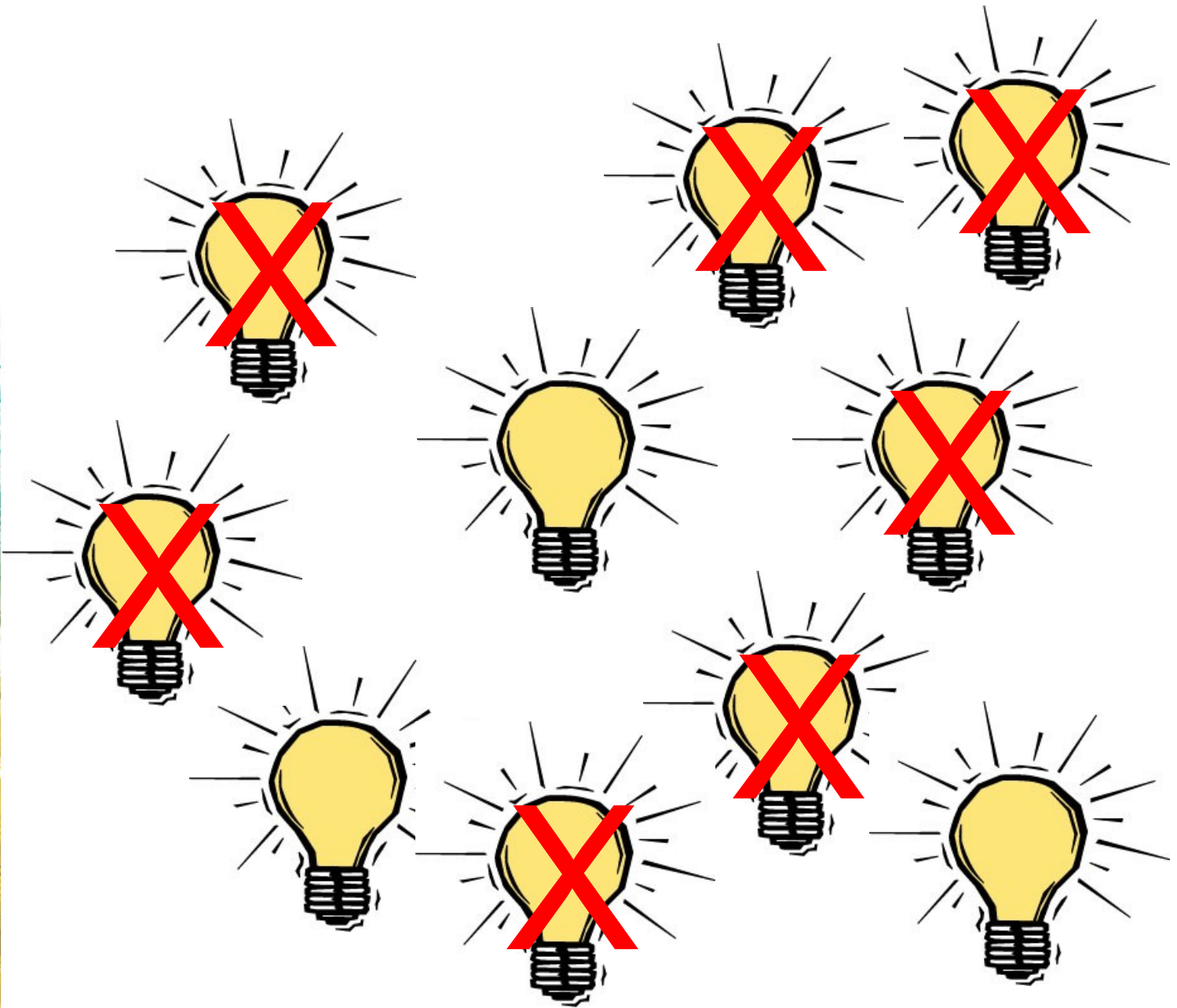
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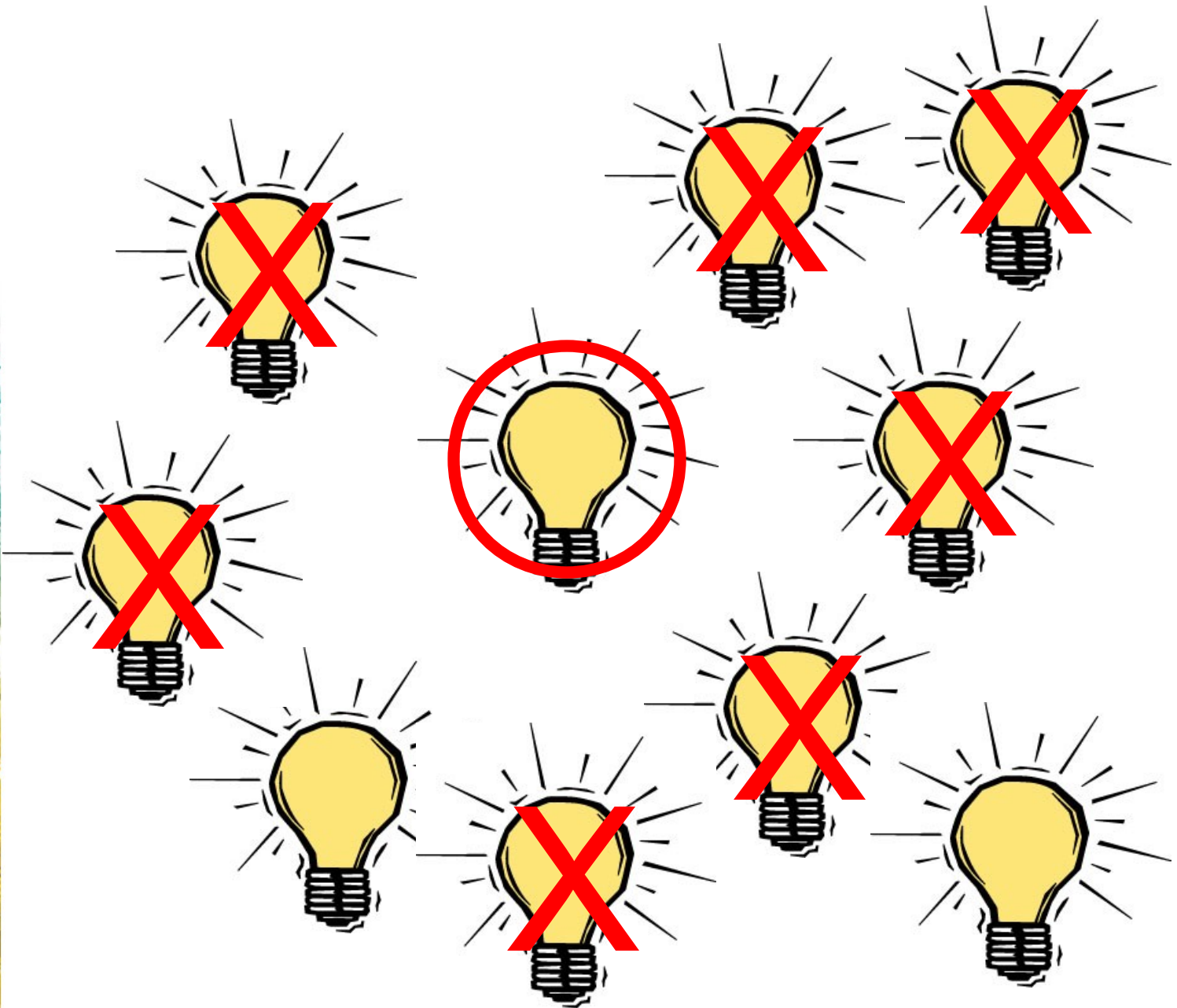
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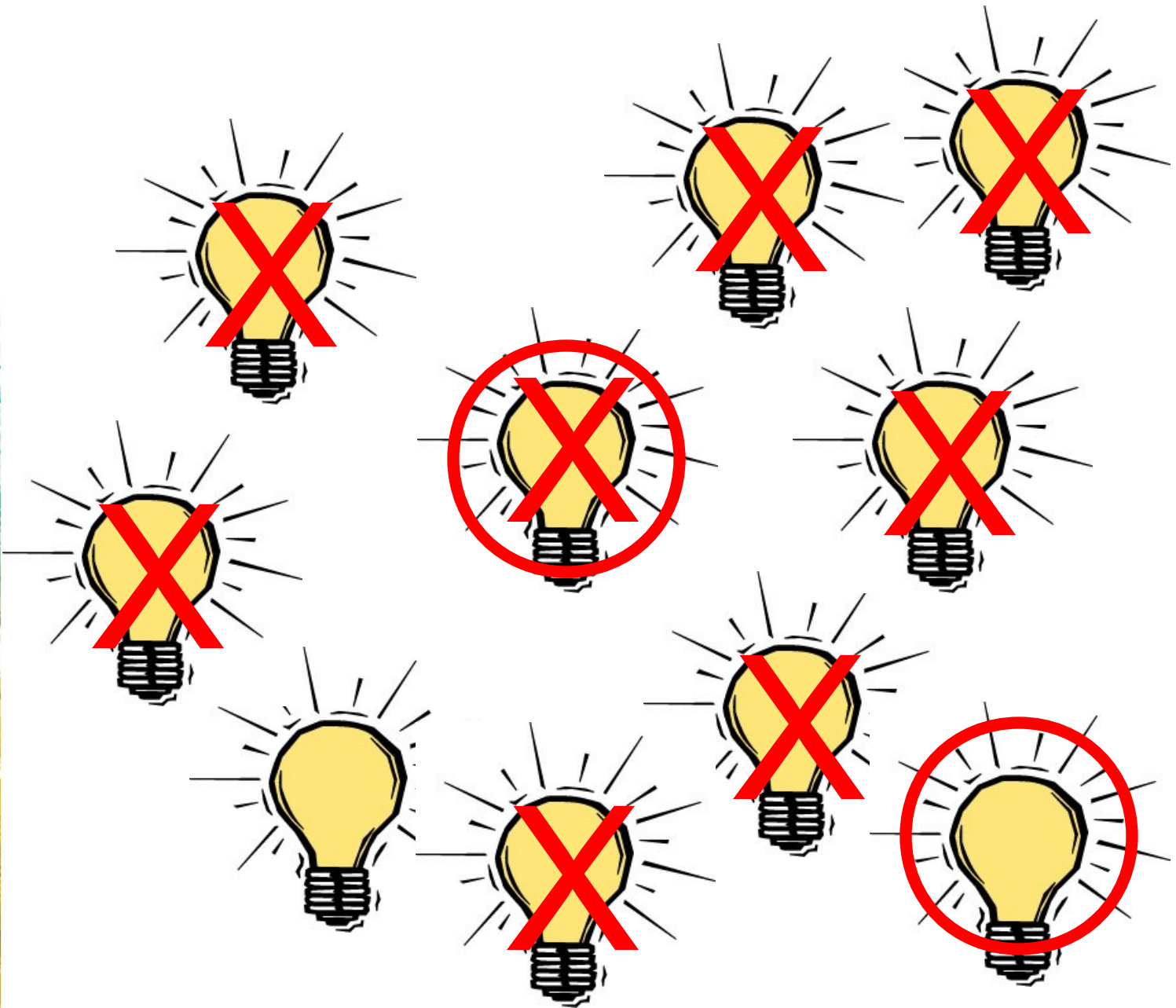
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Whose values?





Critical faculties

Motivation and affect

Collaboration





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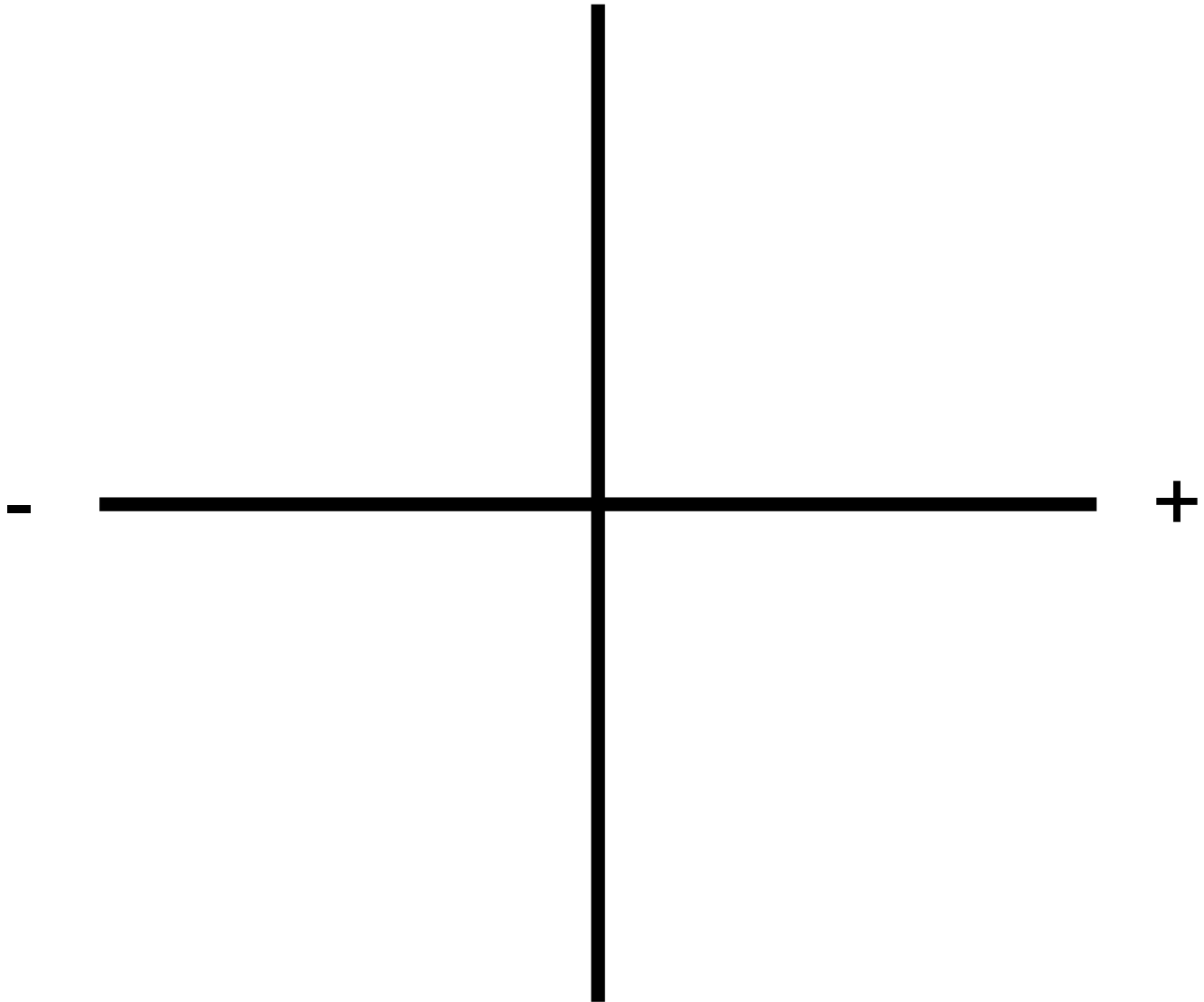
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intrinsic



extrinsic



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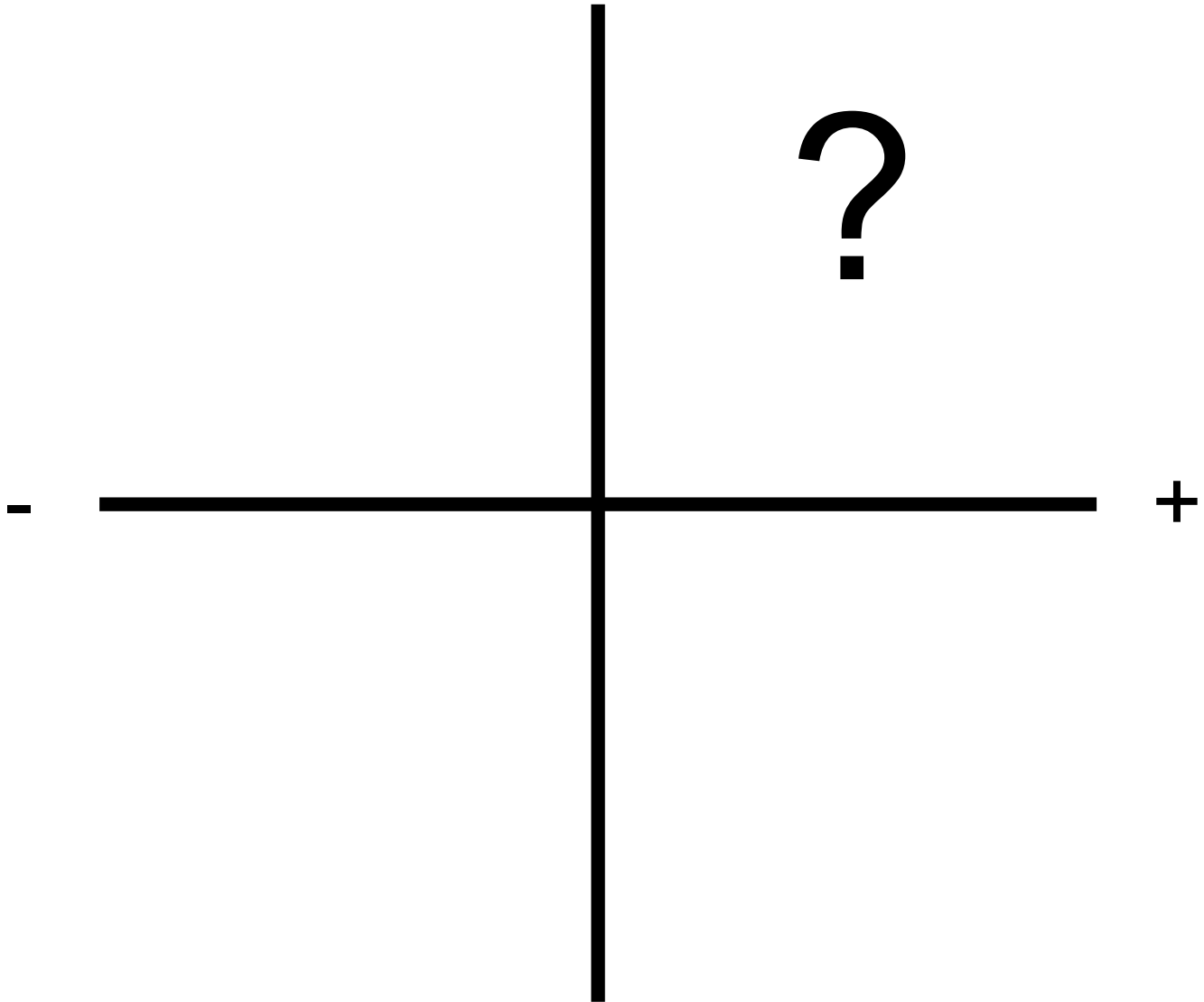
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intrinsic



extrinsic



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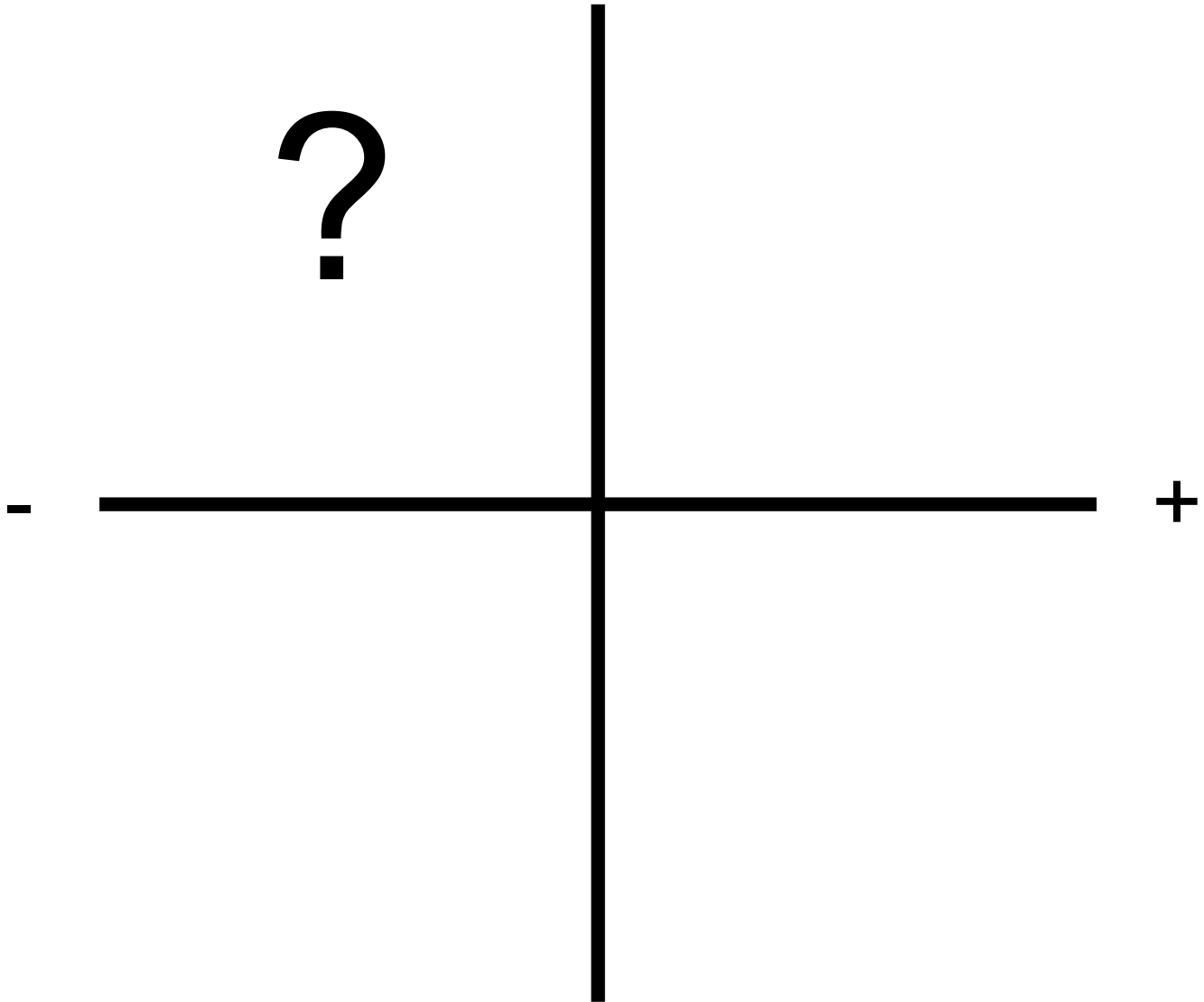
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intrinsic

?



extrinsic



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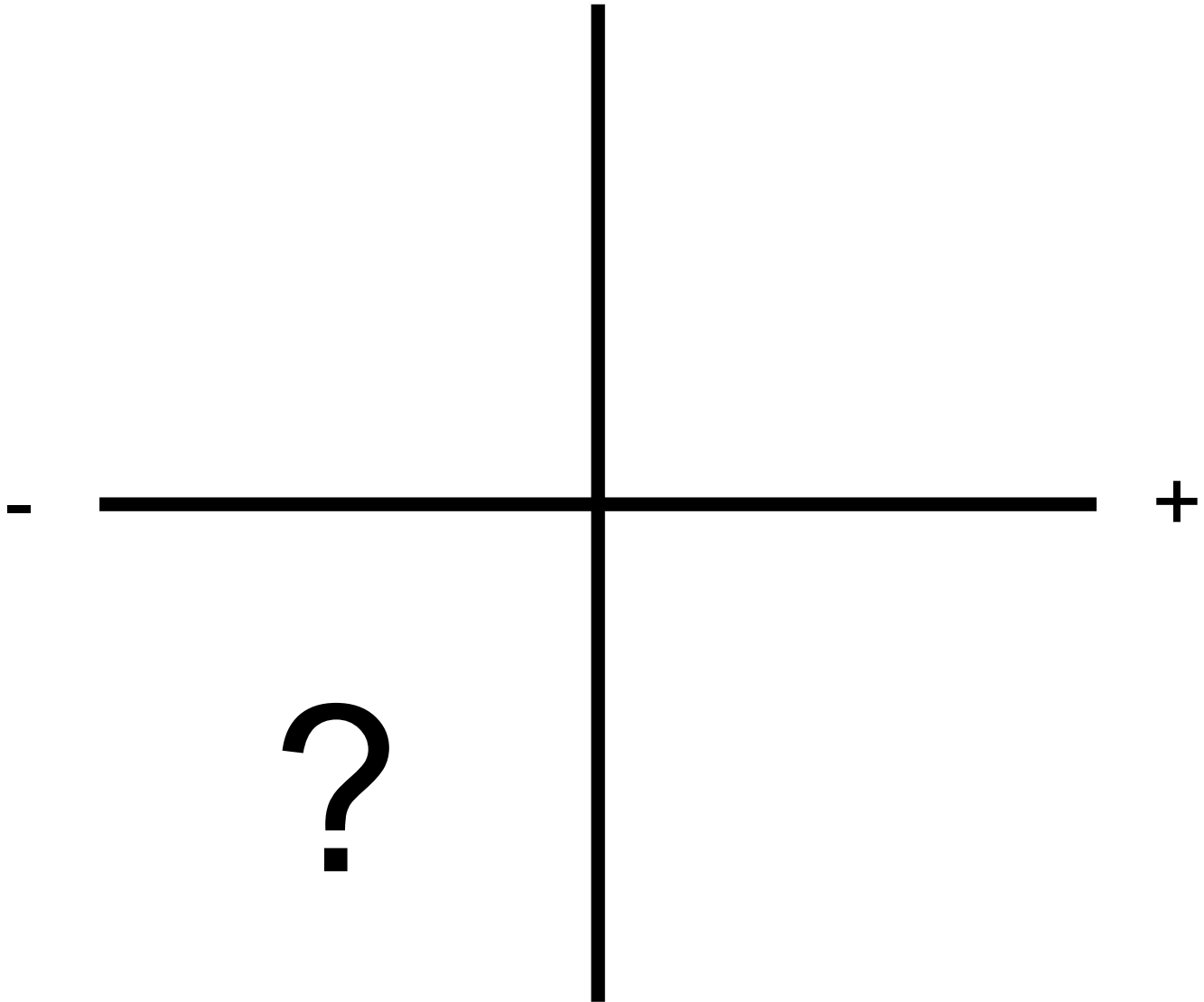
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intrinsic



extrinsic



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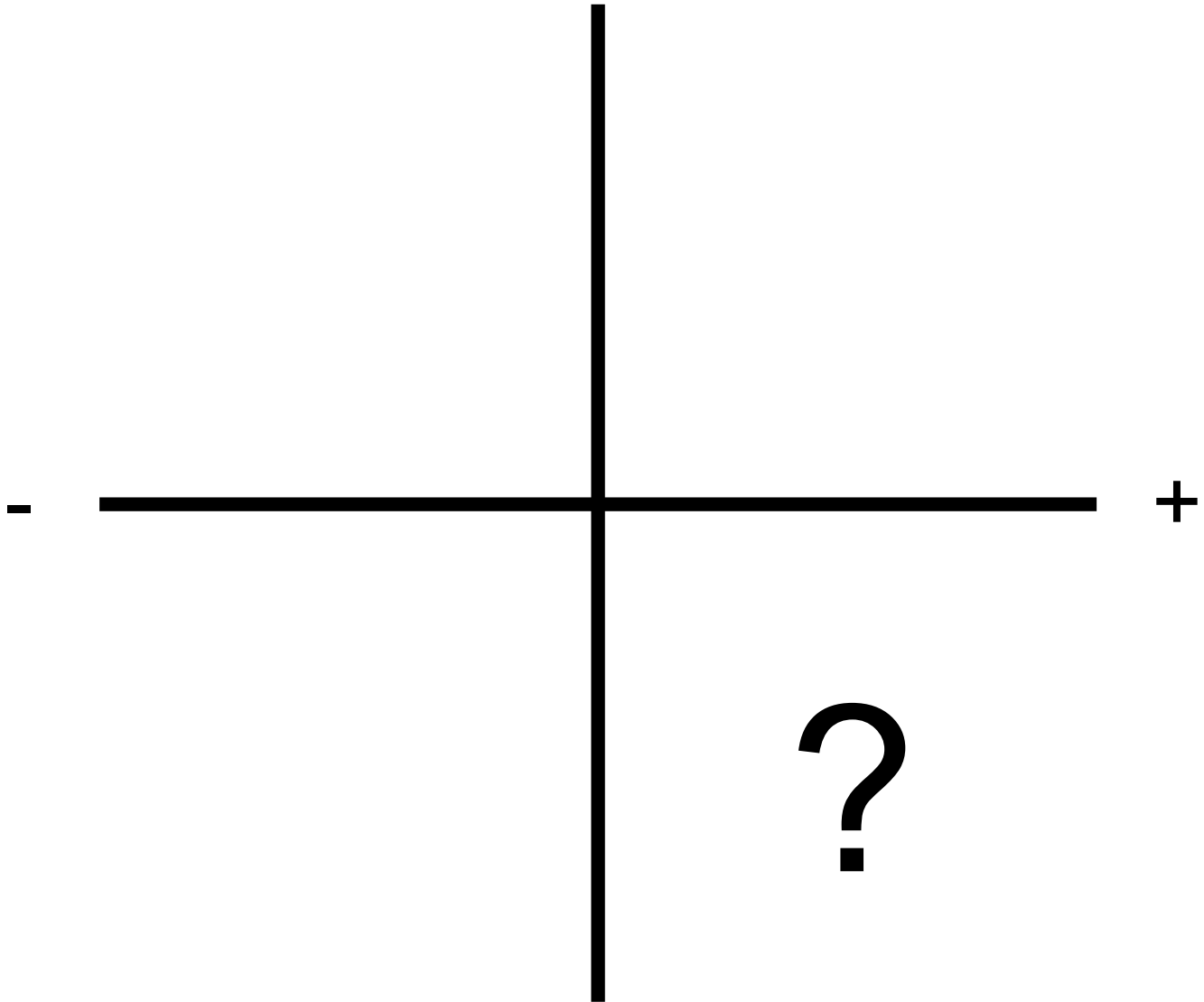
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intrinsic



extrinsic



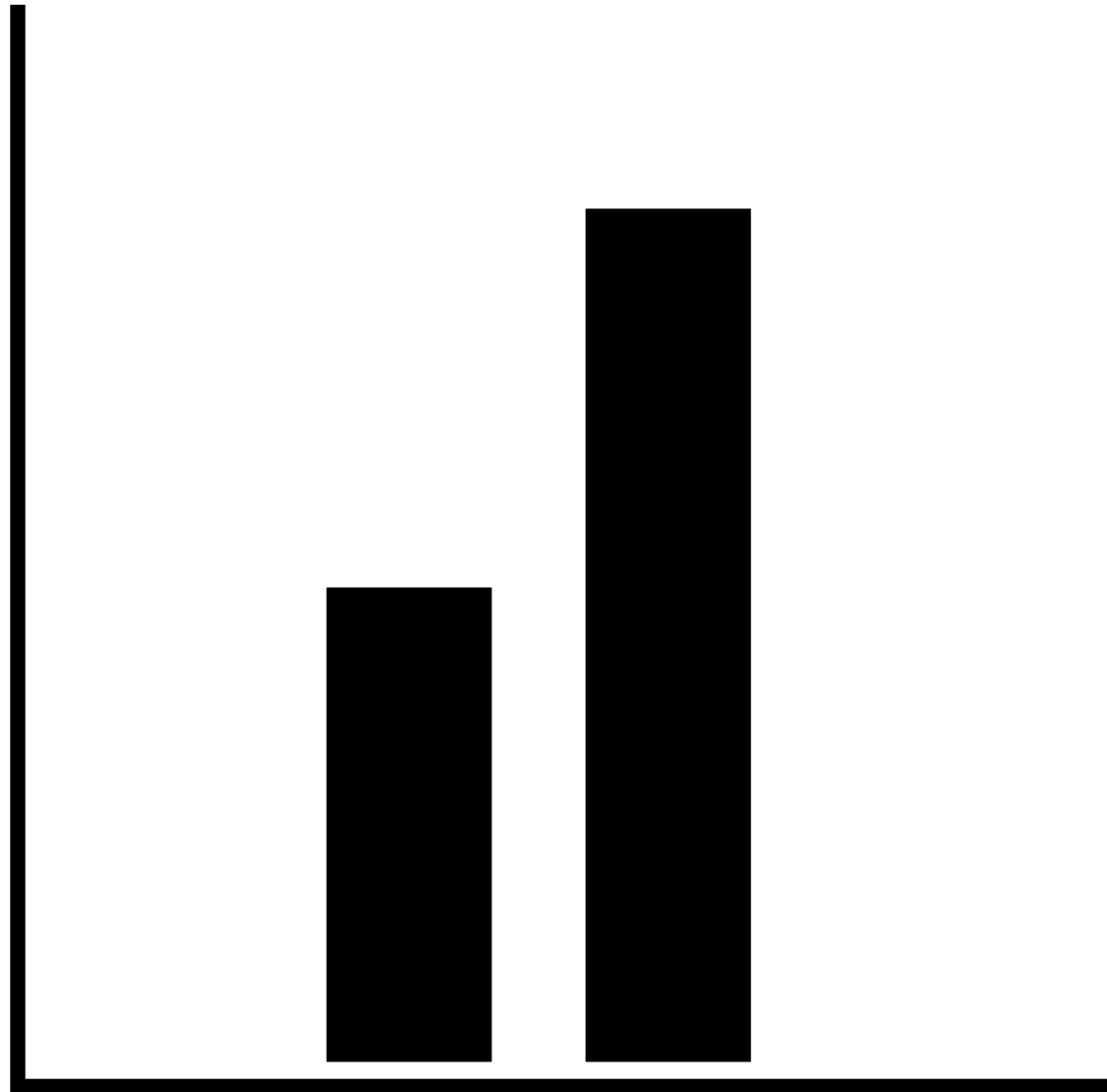
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persistence



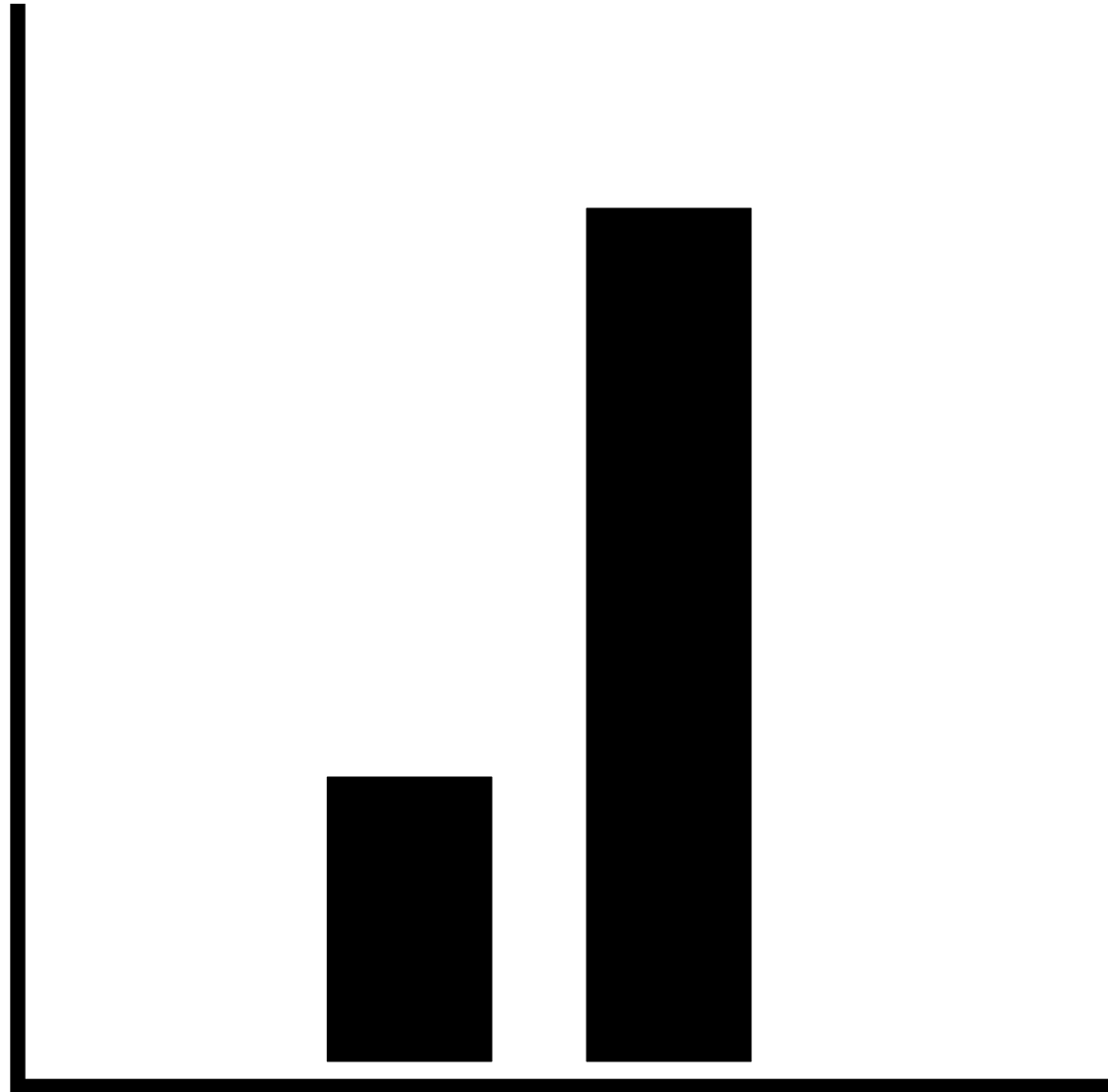
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challenge



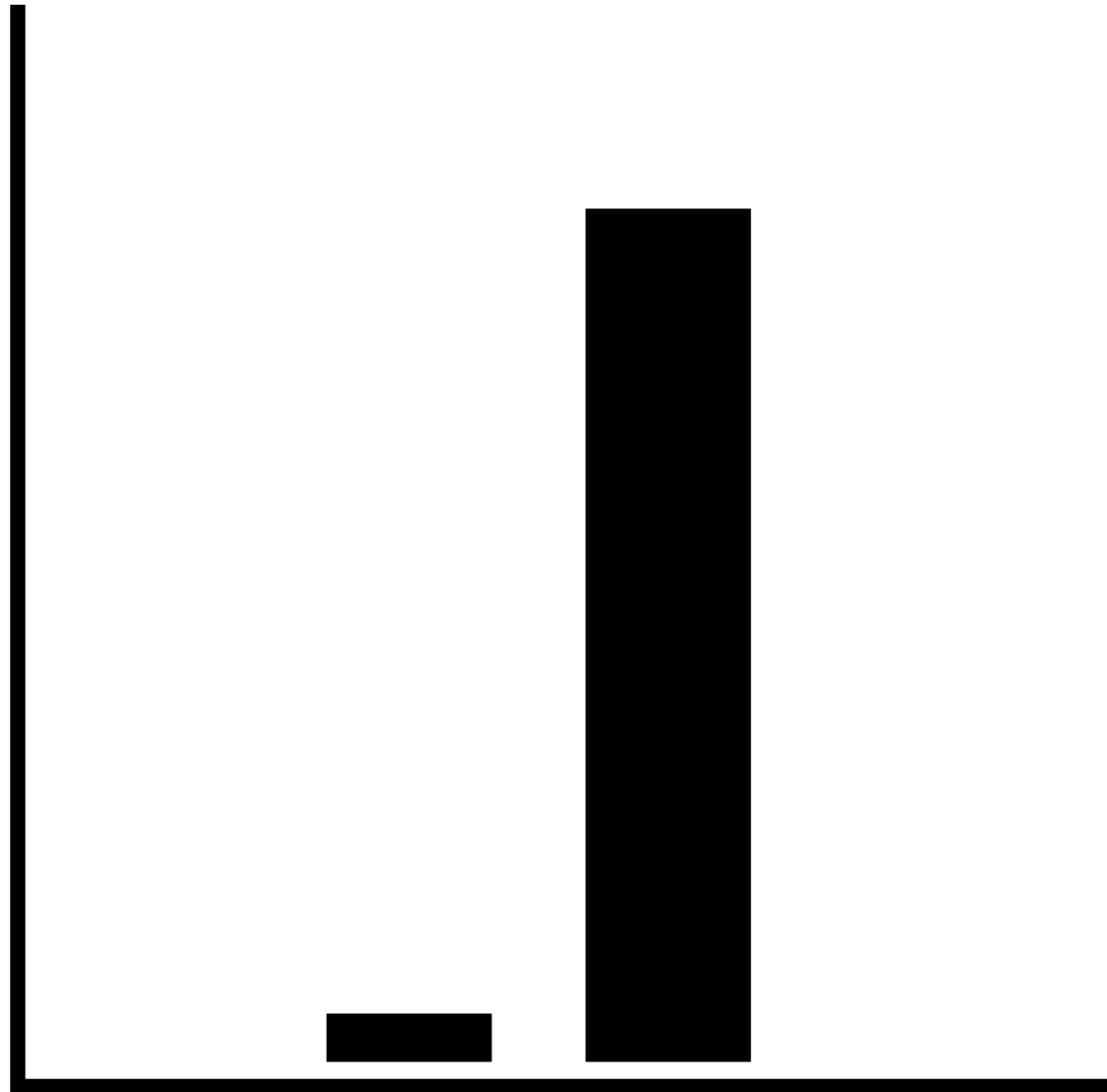
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Critical faculties Motivation and affect Collaboration



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inevitable



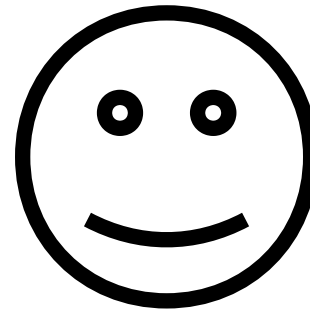
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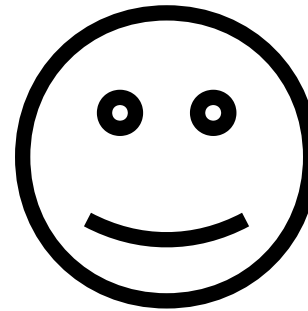
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language

tools

conversations



expectations

opportunities

conventions



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$$\text{😊} + \text{😊} = 2$$

$$\text{😊} + \text{😊} = ?$$

Schedule

1. Introduction
2. Defining goals
3. Creativity framework
4. **Design exercise**
5. Wrap-up



Course design
Student population
Classroom activities
Assignment design
Assessment
Classroom culture





	Critical faculties	Motivation and affect	Collaboration
Course design			
Student population			
Classroom activities			
Assignment design			
Assessment			
Classroom culture			



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An example: GDC feedback form



	Critical faculties	Motivation and affect	Collaboration
Course design			
Student population			
Classroom activities			
Assignment design			
Assessment			
Classroom culture			





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The GDC 10 logo is rendered in a bold, 3D-style font. The 'G' is a light blue color, and the '10' is a darker blue, both set against a background of abstract, glowing green and yellow circular patterns and lines.

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Your turn!



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Find your group.
Identify challenges.
Brainstorm solutions.



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Brainstorm solutions.



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Jan-Feb
Mar-Apr
May-Jun
Jul-Aug
Sep-Oct
Nov-Dec

Course design
Student population
Classroom activities
Assignment design
Assessment
Classroom culture



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Find your group.
Identify challenges.
Brainstorm solutions.



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Now tell us!



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Find your group.
Identify challenges.
Brainstorm solutions.



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My goals



My solution

Course design
Student population
Classroom activities
Assignment design
Assessment
Classroom culture



Schedule

1. Introduction
2. Defining goals
3. Creativity framework
4. Design exercise
5. **Wrap-up**



Take-Home Review

critical faculties
motivation and affect
collaboration



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Next Steps?



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Next Steps!



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Next Steps!

resource handout



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Next Steps!

resource handout
find collaborators



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Next Steps!

resource handout
find collaborators
iterate your classroom



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Thanks!

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<http://www.replayable.net>