

Introduction to Games Design

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We're delighted you're thinking about studying at Brunel University London.

Our lecturers have put together the following information to help you prepare for your course. This will give you a snapshot of the materials and reading list you'll be using. You'll get a full breakdown of information before you enrol.

On our website you can also [find out more about your modules](#) and [chat to a current student](#).

If you have any more questions, [please get in touch](#).

We look forward to welcoming you to Brunel.

Sample lecture/coursework questions

1. What are games?
2. What are rules, and how do the three levels of rules apply to the games in the play list below?
3. What types of systems are games? What about the below?
4. Are all the games below social? How do their social worlds work?
5. How is meaning constructed in the games? How does their visual aesthetic contribute to their meaning?
6. Is art important in games? Why? What makes good game art? Describe the art of a game you like.

Reading list

- Salen, K. and Zimmerman, E. (2006). Rules of Play. MIT Press: Cambridge.
- [The Aesthetics of Game Art and Game Design](#)

Play list

- Fortnite Battle Royale (Epic Games and People Can Fly, 2018)
- Fallout Shelter (Bethesda Game Studios and Behaviour Interactive, 2015)
- A boardgame of your choice (not Monopoly).
- Experimental games found here: www.pippinbarr.com/category/games/



Indicative content

Study Themes	Reading
Defining Games	Games Chapter 7
Defining Rules and Chapter 12: Rules on Three Levels	Rules Chapter 11
Systems	Systems Chapter 5
Games as Social Play	Players Chapter 28
Games as the Play of Meaning	Meaning Chapter 25