



Winter Camp – Game Design short course



Fee: \$115 (GST included)

Please note: This course is not a STAR course and has no credits attached but it could be subject to STAR funding. Secondary school students, please discuss this with your careers advisor.

*Fees are approximate, subject to change and exchange rates

Location Dunedin - School of Design, 3rd floor H block, Cnr Forth and Union Streets (H302, Level 3, H Block)
 Duration Four days, 10.00am-1.00pm
 Delivery On campus

Start To be confirmed for 2020
 Apply Anytime

Learn to create a simple platform style game with your own characters and worlds.

Game Design is part of the School of Design Winter Camp. You can enrol in this course and Digital Illustration together for \$230 (including GST).

<p>Game Design</p> <ul style="list-style-type: none"> > Monday - Thursday, 15-18 July > 10.00am - 1.00pm > Room H302, Level 3 H Block (cnr of Union and Forth Streets) <p>Learn how to:</p> <ol style="list-style-type: none"> 1. Develop a simple game using GameMaker. 2. Create art and animation for 2D games. 	<p>Digital Illustration</p> <ul style="list-style-type: none"> > Monday - Thursday, 15-18 July > 2.00pm - 5.00pm > Room H523, Level 5, H Block (cnr of Union and Forth Streets) <p>Learn how to:</p> <ol style="list-style-type: none"> 1. Develop a unique illustration from digital, hand rendered and/or photographic material. 2. Employ computer software to apply line, colour and other effects to the illustration.
---	--

Entry requirements

- > An interest in games!
- > Photoshop experience will help but is not essential.
- > No coding experience needed.

Course content

Extend your interest from playing games into making games! Design your own characters, enemies and environments. Create artwork, level layouts and animation. Combine all these elements together using a pre-made template into your own original game design.

We will use Photoshop, Aseprite and GameMaker to create artwork, animation and playable game levels.

Content includes:

- > Photoshop pixel art
- > Character design and animation
- > Aseprite for animation
- > GameMaker level design

If you have an idea for a game character, bring it along!

Materials

Please bring a pen, a pencil, drawing paper and a USB stick.

Tutor

Morgan Oliver

Location

Please meet at the Design Reception on day one (Level 5, H Block, Cnr Forth and Union Streets, Dunedin - side entrance off Forth Street)

For more information

Email Pam.Hodgkinson@op.ac.nz or Tracy.Kennedy@op.ac.nz or call 0800 762 786.

Payment

You will need to pay for this workshop in advance. Payment can be made at our Dunedin Campus's Customer Services desk (Ground Floor, F Block, Forth Street).

Disclaimer

While every effort is made to ensure that this sheet is accurate, Otago Polytechnic reserves the right to amend, alter or withdraw any of the contained information. The fees shown in this document are indicative ONLY. Both domestic and international fees are subject to change and are dependent on the development and implementation of Government policies. Please note that additional fees may from time to time be required for external examination, NZQA fees and/or additional material fees.

International **+64 3 477 3014**
New Zealand **0800 762 786**
Email **info@op.ac.nz**

Dunedin Campus
Forth Street, Dunedin
Private Bag 1910
New Zealand 9054

Central Otago Campus
Corner Erris & Ray Streets
PO Box 16, Cromwell
New Zealand 9342

Auckland Campus
Level 2, 350 Queen Street
PO Box 5268, Auckland
New Zealand 1141