

GDD 211

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Article Response

In this article, I see the interesting ideas that the author discusses the creative process and nonverbal languages in the video game.

First, from the design process, I agree with Jordan Mechner's advice about acting before the conversations because it is helpful to figure out the problem of the ideas. I see defining the results help explain the reasons why people should remove or keep in the designing process. On the other hand, determining the issues from the ideas help raise another exciting thing that help improve the game. I see the conversation before activity not only cause conflict between members in the group but also waste much time. The activities (rock) before conversations (talk) are necessary to define significant ways to move further, "If you can start rocking, you'll get some momentum, and when you have momentum, then the project has a chance. It's going somewhere. It's tangible." I like how the writer motives the game designer to work with the ideas that already come from their minds, despite the unexpected results. This is an interesting practice that helps designers improve their creativity in the design process. This element is necessary to the group project, and everyone needs to respect each other about the ideas for improving the game by testing ideas. Communication (conversations) is a key to resolve the problems in designing a video game, but I believe that testing ideas will change the game into a new direction.

Second, in the video game, nonverbal language, such as soundtrack and image shape, is to help players quickly understand the game's rule to play. The image shape helps players visualize the character, its movement around the environment of the game. Instead of the texts or conversations, the author helps players identify the playable character's activities in the game. For instance, compared with the text "happy reunion," the image shape helps players clearly understand the activities through the familiar symbols (objects) with vivid colors. On the other hand, the soundtrack (music) in the video game is to remind the players about the game's scenario by changing its melody. The addition of audio helps players understand what they should do in the game. For instance, I see many horror games provide multiple sounds with high intensity to remind players that they need to do something quickly to avoid danger or warn them about something would happen in the game (possibly the jump-scare moments).

Lastly, I see the article is an interesting experience that it provides a valuable lesson that every member needs to know in the game lab class. Also, it shows the ideas that people need to do in the group. The conversations can easily cause conflicts between members, while the activities help improve the skills and demonstrate the ideas for the game.