TESTING IDEATION METHODS

EXERCISE
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Source: imgflip.com

EXERCISE BRIEFING

Ideation is an important part of any game development process. As we have discussed during the sessions, games are often seen as artistic endeavors. While creativity seldom can be forced, we can utilize tried and tested methods to come up with ideas. Thus, the purpose of this exercise is to give you an opportunity to try out some basic, and essential, ideation methods to better understand how ideas are developed. If you want to delve deeper into this topic, happy to share more handy resources!

Highly recommended warm-up exercise! "Find alternative uses for a spoon" -> one idea / sticky note, time: 3 minutes

This is all about quantity, ANYTHING goes! Well, as long as it's not disrespectful. You can use either our miro board or just write things down and share afterwards with your teammates.

1. Start the countdown (3 minutes)
2. Write down as many ideas as you can come up with
3. Share some of them with your teammates

Now to the actual ideation methods:

- **Interview** a friend on what kind of games they like and why (e.g. aesthetics, free or paid, genre, etc.) and design a game idea based on the interview
- **Conversion**: Zelda was based on Miyamoto walking in the forests of Kyoto – what would you like to highlight in Mikkeli, and how would you convert that into a game? (e.g. emotion, landscape, historical event, famous people / food / drinks)
- **Improve**: Angry Birds based on Crush the Castle – pick a mobile game you know well and improve it (business model, aesthetics, storyline, genre, etc.)
- **Pick a book / movie** you know, and create a mind map of its central elements (characters, genre, mood, etc.) – how would you translate these into a game?

Share your outputs in our miro board: https://miro.com/app/board/o9J_kiopCFE=/

NB! Sketches, brief textual descriptions, videos – anything goes! This course is NOT a space where you have to limit your creativity / creative expression – on the contrary!

Looking forward to hearing more about what kind of game ideas you came up with ☺