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Approach To Creating

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Richard Lemarchand, Interactive Media & Games Division, School of Cinematic Arts, University of Southern California

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programming, and visual design.

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Synopsis. Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills.

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Now, game design programs, such as the one that I direct at USC, are seen as incubators for innovative ideas and people. The training that students get in such programs is coalescing into a set of best practices that turn out creative people who are able to work well on diverse teams, and who have strong design skills and understanding of how

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