



GAME CREATORS' ODYSSEY

PROGRAM OVERVIEW





Program Overview

PROGRAM PRESENTATION

Teach your students about the secrets behind game design and development.

Our team of experts will unravel a journey that teaches the philosophy behind some of the most popular video games to date, from various game developers in the industry.

The Game Creators' Odyssey program offers a deep look into the video game industry. Join us in our theoretical and practical approach to game design and discover the keys to understand the creation of engaging games.

Our program is split into 2 acts. The first one, Rational Game Design, explores the ways games are made, from player skills to game mechanics and atomic parameters, as well as their signs and feedback. The primary objective is to make students understand how innovative mechanics are created, by analyzing and rationalizing different game structures.

The second act, called Rational Level Design, dives into ways of creating immersive game worlds and providing players with enjoyable game experiences. The main objective is to help students understand the creation of games that ensure variety, player's constant motivation and great flow. These will be achieved through multiple design practices and prototyping activities.

FAST FACTS

- Expertise from award-winning game developers
- 100% online.
- Real game production cycles.
- Templates and industry tips available for download.
- Language: English
- Transcripts are easily available.
- Full program available in French as well.

PROGRAM FORMAT

Our courses are divided into chapters and missions, each one with their distinct challenges. Completing these will give students experience points, allowing them to unlock exclusive content and level-up in the Leaderboard. At the same time, progressing through the course will reveal

different parts of a fantasy story, which will set up the stage for the whole course universe.

To learn more about the course structure, visit our clickthrough of the first Act by following this link: <https://youtu.be/VRXqhqU6xpE>

COURSE DURATION

Each course has a duration of **45 hours**, including all assignments, activities and the final exam. Students can complete each course at their own pace as long as their current semester is still active. Students must have completed the first Act: **Rational Game Design** before they can begin Act 2: **Rational Level Design**.

To learn more about the course management process, go to section **COURSE MANAGEMENT**.

CERTIFICATION

A course certificate bearing Ubisoft's and your institution's logos will be awarded to the students upon the completion of each Act.

Please note that the certificate is awarded when students obtained a minimum number of XP points, has passed the final exam with a mark of 60% or more and has submitted all parts of their final activity.

The certificate is then automatically issued and sent in PDF format to students once the requirements are met. One certificate is issued for each Act.



COURSE OUTLINE ACT 1: RATIONAL GAME DESIGN



COURSE STRUCTURE

The Rational Game Design course is divided into 6 chapters, 16 missions, 5 design practice, one final activity and one final exam.

In each chapter, you will have to complete trials and final challenges in order to gain experience points (XP). The experience points (XP) will allow you to unlock your next mission and earn keys. The keys will allow you to unlock your rewards: Mini-Games and Expert Videos.

Earning Experience Points will also allow you to level up in the Leaderboard. Students who reach the top of the Leaderboard will also be viewed as a reference for the other students. It is part of your responsibility to help out and answer questions from your fellow game creators in the Q2A.

As you progress through the course, you will discover the epic story of **Nagato**, a shinobi warrior. Just like him, you will practise your skills and challenge your knowledge to progress through the first part of the Odyssey. The story of our hero will evolve along with your own learning journey.



Course Presentation

COURSE OBJECTIVES

Upon completion of this course, you will be able to:

- Adopt rational game design to create fun and innovative games.
- Improve productivity from conception to production.
- Use your gained knowledge of rational game design and create your very own game concept.
- Share a common vocabulary with their community of practice.
- Learn to define design principles and terminologies currently used by Ubisoft's developers.
- Share new ideas and explore different design methods.
- Understand the importance to communicate your ideas with your game development community by giving them measurable values.

COURSE CERTIFICATE

In order to complete the Rational Game Design course and get your completion certificate, you will have to complete the following requirements:

- Obtain a minimum of 12000 XP
- Complete your final exam with a grade of 60% or more
- Complete your final activity

COURSE SETTING

The first Act of our program takes place in a fictional setting based on Ubisoft's For Honor game franchise. For Honor is an action fighting game, set in a medieval fantasy world.

CURRICULUM

| CHAPTER I | |
|---|--|
| <i>Familiarize yourself with the course content and progression</i> | |
| Mission I Introduction | Meet the course creators and learn about the first part of the Odyssey |
| Mission II Learning Experience | Understand how to navigate and progress through the course |

CHAPTER II

Explore the origins and foundations that support the RGD method

| | |
|---|--|
| Mission I Rational Conception Process | Get to know the teams, production stages and development process of video games at Ubisoft |
| Mission II Experience and Gameplay | Learn about how Experience and Gameplay work together |
| Mission III Form and Function | Understand the fundamentals of the renowned design principle: Form Follows Function |

CHAPTER III

Dive in the creation of player-centric design and game mechanics

| | |
|--|--|
| Mission I Introduction to Rational Game Design | Understand the game system's structure and its different components |
| Mission II Player Skills and Inputs | Identify the difference between physical, mental and social player skills and various types of inputs. |
| Mission III Atomic Parameters | Learn and play with difficulty factors of game mechanics |

CHAPTER IV

Learn and practise creating gameplay elements and provide guidance to players

| | |
|---|---|
| Mission I Ingredients and L.D. Patterns | Identify gameplay situations and gameplay elements |
| Design Practice Ingredients and L.D. Patterns Table | Create a table of gameplay situations and gameplay elements |
| Mission II Signs and Feedback | Identify how the game communicates its mechanics to players |
| Design Practice Signs and Feedback Table | Create a table of Signs that drives player actions and feedback from players' actions |

CHAPTER V

Dive into the physical, mental and social mechanics and practice creating game systems

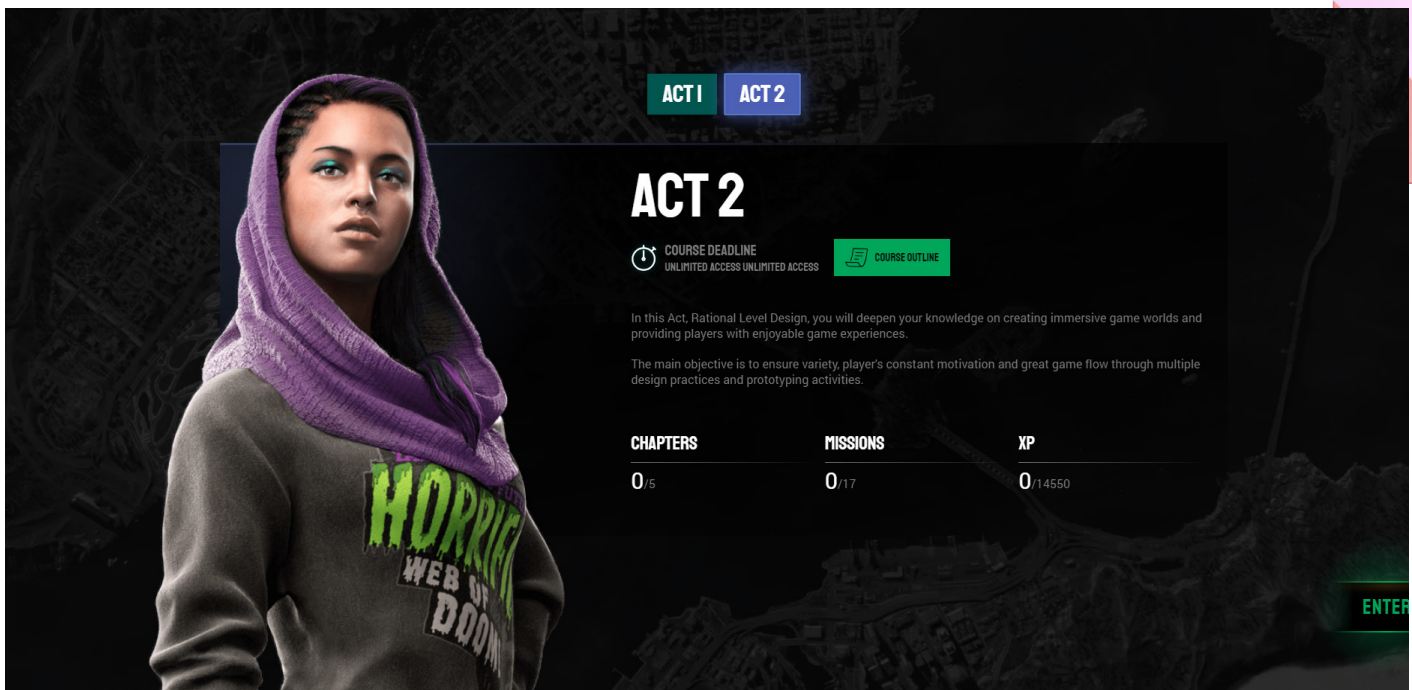
| | |
|--|---|
| Recap Mission Top-Down and Bottom-Up | Recap mission of the concepts of bottom-up and top-down design |
| Mission I Physical Skill-Based Mechanics | Identify the types of inputs and parameters for physical skill-based mechanics |
| Design Practice Game System Table | Play with the types of inputs and parameters for physical skill-based mechanics |
| Mission II Mental Skill-Based Mechanics | Identify the types of inputs and parameters for mental skill-based mechanics |
| Design Practice Game System Table | Play with the types of inputs and parameters for mental skill-based mechanics |
| Mission III Social Skill-Based Mechanics | Identify the types of inputs and parameters for social skill-based mechanics |
| Design Practice Game System Table | Play with the types of inputs and parameters for social skill-based mechanics |

CHAPTER VI

Review the RGD method and access your final evaluation

| | |
|---|--|
| Mission I Summary of RGD | Get a final overview and recap of the principles of RGD |
| Mission II Make Your Own Game | Prepare for your Final Activity |
| Final Activity Make Your Own Game | Create your own game concept and share it with the community |
| Final Exam | Test your knowledge of the course with this Final Exam |

COURSE OUTLINE ACT 2: RATIONAL LEVEL DESIGN



COURSE STRUCTURE

The Rational Level Design course takes a deep look into ways of creating immersive game worlds and providing players with enjoyable game experiences. This course aims to deepen the concepts as seen in the course Rational Game Design by diving into Rational Level Design and ease the transition between the Conception, Pre-production and Production phases. The main goals are to apply different methods that bridge Game Design and Level Design together and maintain a good balance between game design theory and applied game design practices.

The Rational Level Design course is divided into 5 chapters, 11 missions, 4 design practices, one final activity and one final exam.

In each chapter, you will have to complete trials and final challenges in order to gain experience points (XP). The XP will allow you to unlock your next mission and earn keys. The keys will allow you to unlock your rewards: Gameplay Analysis Videos and Expert Interview Videos.

Earning experience points will also allow you to move up in the Leaderboard. Students who reach the top of the Leaderboard will also be viewed as a reference for the other students. It is part of your responsibility to help out and answer questions from your fellow game creators in the Q2A.

As you progress through the course, you will discover the story of Sitara, a grey hat hacker, artist and hacktivist. Just like her, you will practise your skills and challenge your knowledge to progress through the second part of the Odyssey. The story of Sitara will evolve along with your own learning journey.



Course Presentation

COURSE OBJECTIVES

Upon completion of this course, you will be able to:

- Understand how different game components contribute to the construction of game levels.
- Create functional models of game levels that are consistent with predetermined mechanics, characters and story structures.
- Determine appropriate communication between different departments for game level development.
- Work in a collaborative environment that will help you evaluate the effectiveness of your game level designs.
- Apply principles of design theory to create games that respond successfully to different markets and technologies.
- Understand how to create game levels that ensure variety, player's constant motivation and great game flow.

COURSE CERTIFICATE

In order to complete the Rational Level Design course and get your completion certificate, you will have to complete the following requirements:

- Obtain a minimum of 11513 XP
- Complete your final exam with a grade of 60% or more
- Complete your final activity

COURSE SETTING

The second act of our program takes place in a fictional setting based on Ubisoft's game Watch Dogs 2. Watch Dogs 2 is an action-adventure video game, set in a fictionalized version of the San Francisco Bay Area.

CURRICULUM

CHAPTER I

Familiarize yourself with the course content and learn about prototyping

Mission I

Introduction

Get an overview of the course content and activities

Mission II

Prototype Your Own Game

Start to Prototype Your Own Game here!

Mission III

Prototyping and 3C

Learn about prototyping and the design process behind it

CHAPTER II

Dive in the macro/micro flow and learn about dynamic systems and mechanics and mechanics

Mission I

Micro and Macro Flow

Explore the concept of macro/micro flow to foster involvement and full immersion of players

Mission II

Dynamic Systems and Mechanics

Relate dynamic systems and mechanics to macro/micro flow and categorize the different adaptive systems

Design Practice

Dynamic Systems

Identify the correct game situations with the correct terms
Create your design of a game situation using the key concepts: virtuous circle, input rhythm and positive feedback

CHAPTER III

Explore how cognitive psychology can help you provide a great user experience

Mission I

Introduction to Cognitive Psychology

Get an overview of how players' brains work and understand the four factors of the learning process

Mission II

Psychological Factors in Video Games

Associate the concepts from the four factors of the learning process to U.X. design in video games

Design Practice

Learning by Playing

Identify which learning phase corresponds to the correct game situation
Create your design of game situations using the Tease, Learn, Practice, Master learning phases

CHAPTER IV

Identify the player's motivation factors and learn about the variety matrix

Mission I

Motivation Strategy

Learn about creating motivation loops that will appeal to various player types

Mission II

Variety Strategy

Compare additive and subtractive design methods and learn how to build a variety matrix

Design Practice

Variety Matrix

Identify the different combinations from the variety matrix with the correct game situation
Create your own combination based on the pre-filled variety matrix

Design Practice

Motivation Analysis

Analyze which game situation corresponds to an objective of short, medium or long-term duration
Create your design of a game situation for each duration

CHAPTER V

Learn to build an RLD table and get a summary of the course content

Mission I

Rational Level Design

Learn to build a RLD table and to work with other team members

Mission II

Final Summary

Get a full summary of the course content



Course Management

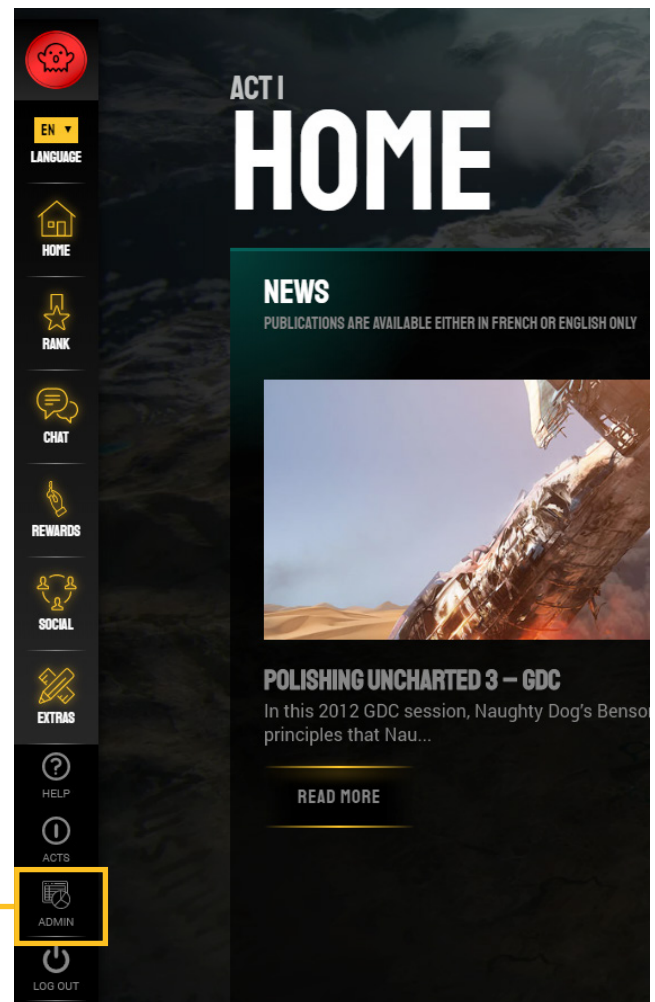
COURSE MANAGER

KnowledgeOne will create one administrator account for your institution's personnel. This account will allow your institution to be fully autonomous in managing its students account by:

- Creating Learner accounts for your students, up to the number of accounts licensed in your agreement
- Creating up to three additional administrator accounts for managing your students
- Assigning the GCO training to each student
- Defining a start and end date for each student access to the training
- Viewing reports on student progress and completion of the training

ACCESS TO THE ADMINISTRATIVE DASHBOARD

Once you are logged into your account, click on the Admin button on the side menu.



Access to the administrative section

OVERVIEW OF THE MAIN PAGE

Welcome — Displays the user's name

My Profile — Link to the user's profile and means to modify it

Help — Resources describing the functions of the administrative portal

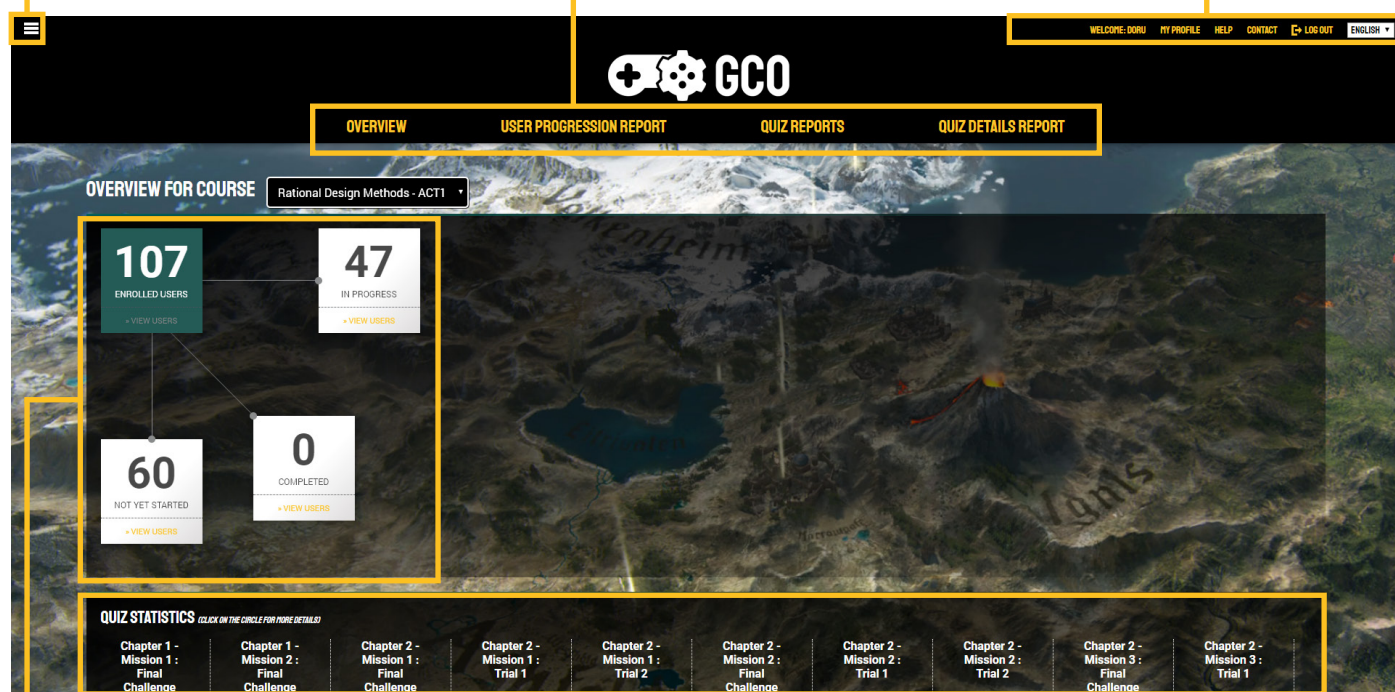
Contact us — KnowledgeOne contact details

Log Out — Allows you to leave the website

Language switcher

Side menu

Main menu



Quiz Statistics — Click to access detailed reports on the quizzes.

Overview of students enrolled in the course, students who have completed the course, are in progress or have not yet started.

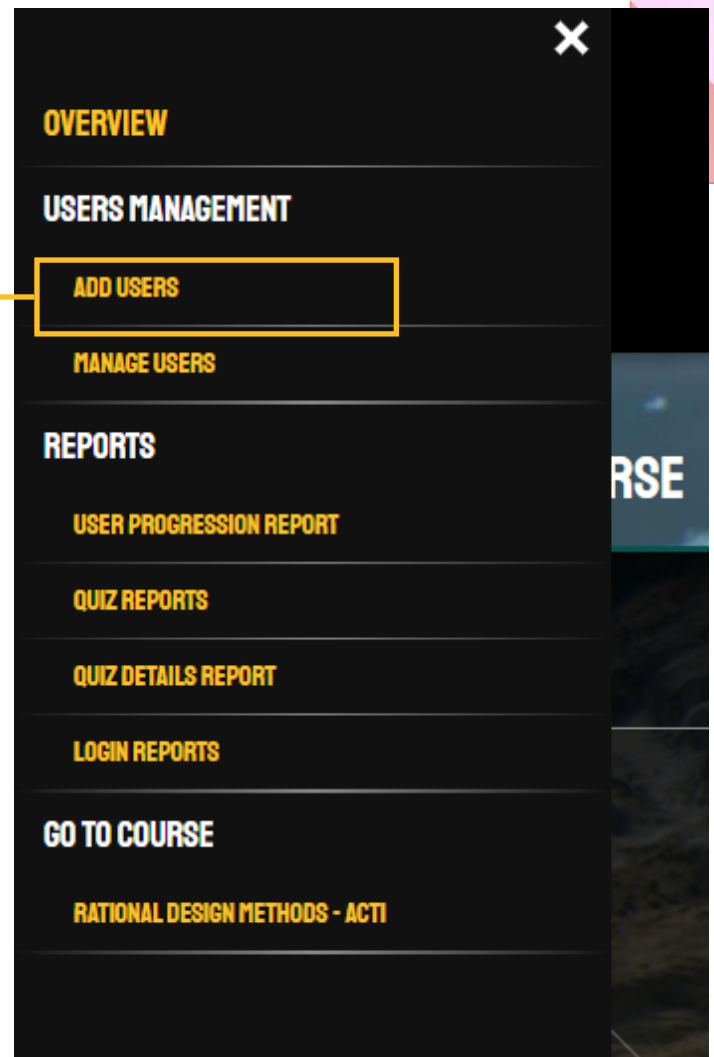


Course Management

USERS MANAGEMENT

By clicking on the side menu, select "Add users".

Add users



Option 1 — Allows you to manually add a single user

Fill in the fields (fields marked with an asterisk are required).

Once the First Name and Last Name fields have been filled in, you can either insert your user's name or press the "Generate username" button and create it automatically.

Checking the "Generate a password" box automatically generates a password for this account.

Unchecking the box allows you to create your own password. You also have the option of automatically notifying the user once the account is created (an email will be sent to him with his login information and password) or you can send the information yourself by email.

Clicking on "Add user" will automatically send an email to your user, to the email address you have entered (unless you uncheck the Generate Password button and keep the Send email notification option unchecked).

OPTION 1

ADD SINGLE USER

OPTION 2

ADD MULTIPLE USERS

PROFILE

* (required fields)

| | | | |
|--|--|------------------|----------------------|
| FIRST NAME: * | <input type="text"/> | ADDRESS: | <input type="text"/> |
| LAST NAME: * | <input type="text"/> | COUNTRY: | <input type="text"/> |
| USER NAME: * | <input type="text"/> | PROVINCE/STATE: | <input type="text"/> |
| <input type="checkbox"/> GENERATE USERNAME | | CITY: | <input type="text"/> |
| SET PASSWORD | <input checked="" type="checkbox"/> GENERATE PASSWORD AND NOTIFY USER BY EMAIL | | |
| EMAIL: * | <input type="text"/> | POSTAL/ZIP CODE: | <input type="text"/> |
| SECRET QUESTION: | <input type="text"/> | PHONE HOME: | <input type="text"/> |
| SECRET ANSWER: | <input type="text"/> | PHONE OTHER: | <input type="text"/> |
| LOGIN AS THIS USER | | COMMENT: | <input type="text"/> |
| | | USER ID: | will be assigned |



Course Management

COURSE ACCESS

Assign each user access to the course by adding a start date and a date at the end, and assign him/her the role of learner.

Remember that Act 1 must be completed for students to have access to Act 2, so add the start and end dates accordingly.

At the same time, make sure that the number of users created is within your license agreement and that the start and end dates correspond to the license period. The addition of extra users will be charged according to your license agreement.

Press the "Add user" button. The user has been created.

COURSE ACCESS

SET SELECTED ITEMS TO:

| COURSE | START DATE | END DATE | ROLE* |
|--------------------------------|----------------------|----------------------|----------------------|
| Rational Design Methods - ACT1 | <input type="text"/> | <input type="text"/> | <input type="text"/> |

ADD USER **CANCEL**

Option 2 — Allows you to manually add a group of users

Download the Excel file. Fill in the columns with the user name, password, first name, last name and e-mail address.

Keep the first line exactly as it is. Do not change the format or name of the file. Add your users by replacing the text in the second line, then continue with the rest of the lines.

Import your file to the site. Add the **start and end dates of the course** keeping in mind the important information presented in the previous pages.

Click on the Import Users button. Your accounts have been created!

OPTION 1
ADD SINGLE USER

OPTION 2
ADD MULTIPLE USERS

INSTRUCTIONS

Step 1: [Click here](#) to download the template file (.csv)

Step 2: Open the file in Excel and fill in the corresponding columns

Step 3: Save the file and upload a copy to the website using the browse/upload feature below

Select a file to import:

No file chosen

Step 4: Select the course(s) to assign to the users

COURSE

☐ Rational Design Methods - ACT1

* (required fields)

IMPORT USERS

| | A | B | C | D | E | F | G | H |
|---|-------------|-------------|-----------|----------|-------------------------|---|---|---|
| 1 | username | password | firstname | lastname | email | | | |
| 2 | exampleuser | password123 | FirstName | LastName | example@knowledgeone.ca | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |



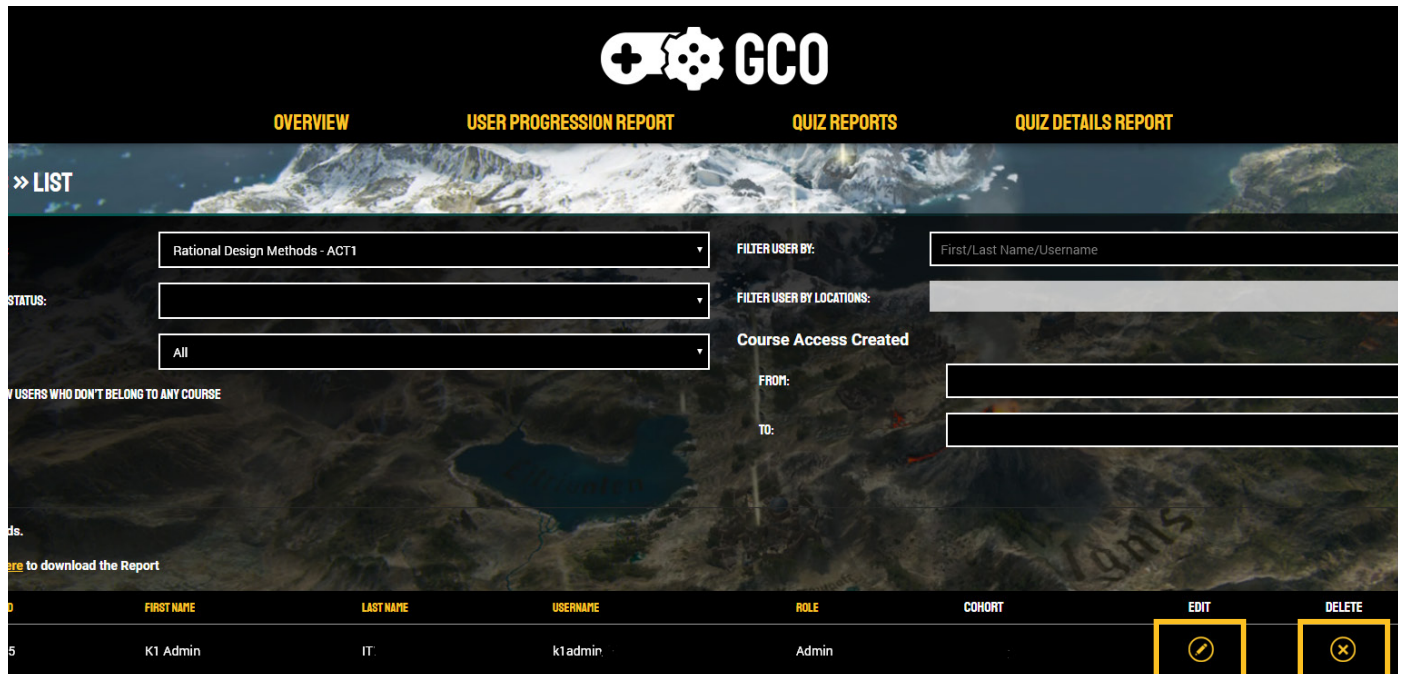
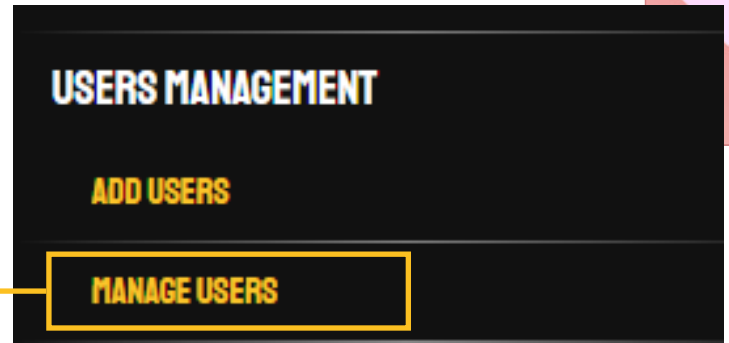
Course Management

Manage users

Allows access to a complete list of users.

- User search function.
- Allows you to modify a user profile.

Manage users



Modify a user — To edit a user, click on the pen icon.

Delete a user

To delete a user, click on the “delete” icon - please note that this action cannot be undone.



Course Management

REPORTS

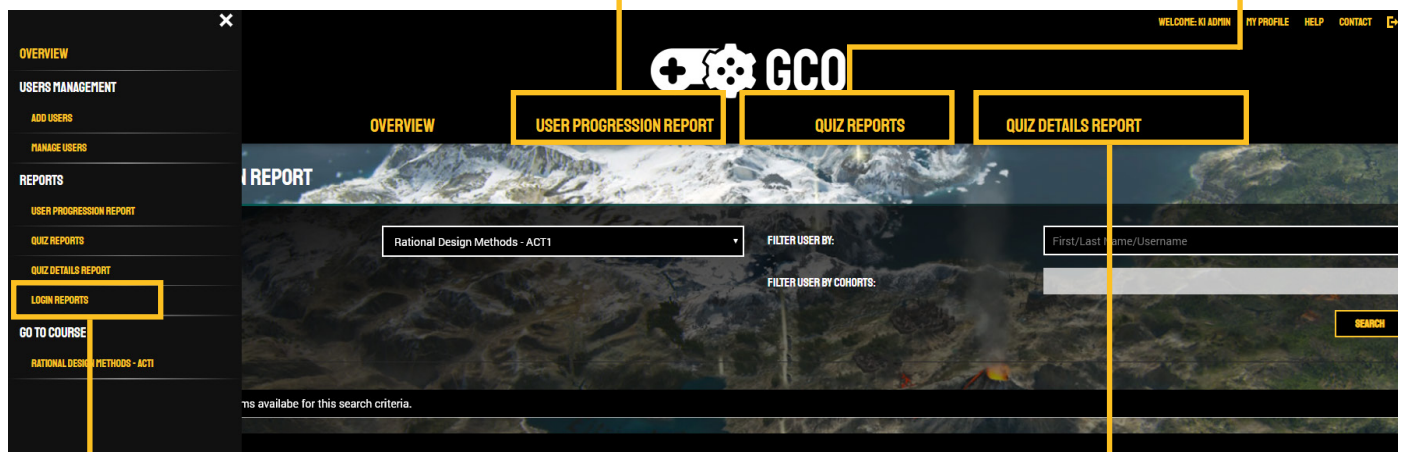
As an administrator, you have access to various reports on your users' activities. Each report allows you to filter your users by name, course, course period, tests, etc.

Quiz Reports

Final test results and detailed test information for all users (including their answers to each question).

User Progression Reports

Reports describing in detail the user's activities in the course.



Quiz Detailed Reports

Provides access to test results details by test, question and user.

Login Reports

Report detailing the logins of all users to the course websites.



System Requirement

To ensure high performance of the training on your devices, please refer to our technical requirements.

Note that performance may suffer on older machines and systems. While older systems may work, they are not supported.

This training has been developed, optimised and tested on the following platforms.

PLATFORMS

- PC with Windows 8 or 10 combined with Chrome v75
 - Graphic Card: nVidia GT 1030 or equivalent
-
- MAC with MacOS Mojave (10.14) combined with Chrome v75
 - Graphic Card: Intel Iris Pro 1536 MB

Any other combination of operating system or browser is not supported (for example Linux, smartphones or others).

A minimum screen resolution of 1920x1080 is required, headphones, as well as an internet bandwidth above 1Mbps is required for an optimal experience.

For any technical support questions, please contact us at:
help.gco@knowledgeone.ca