
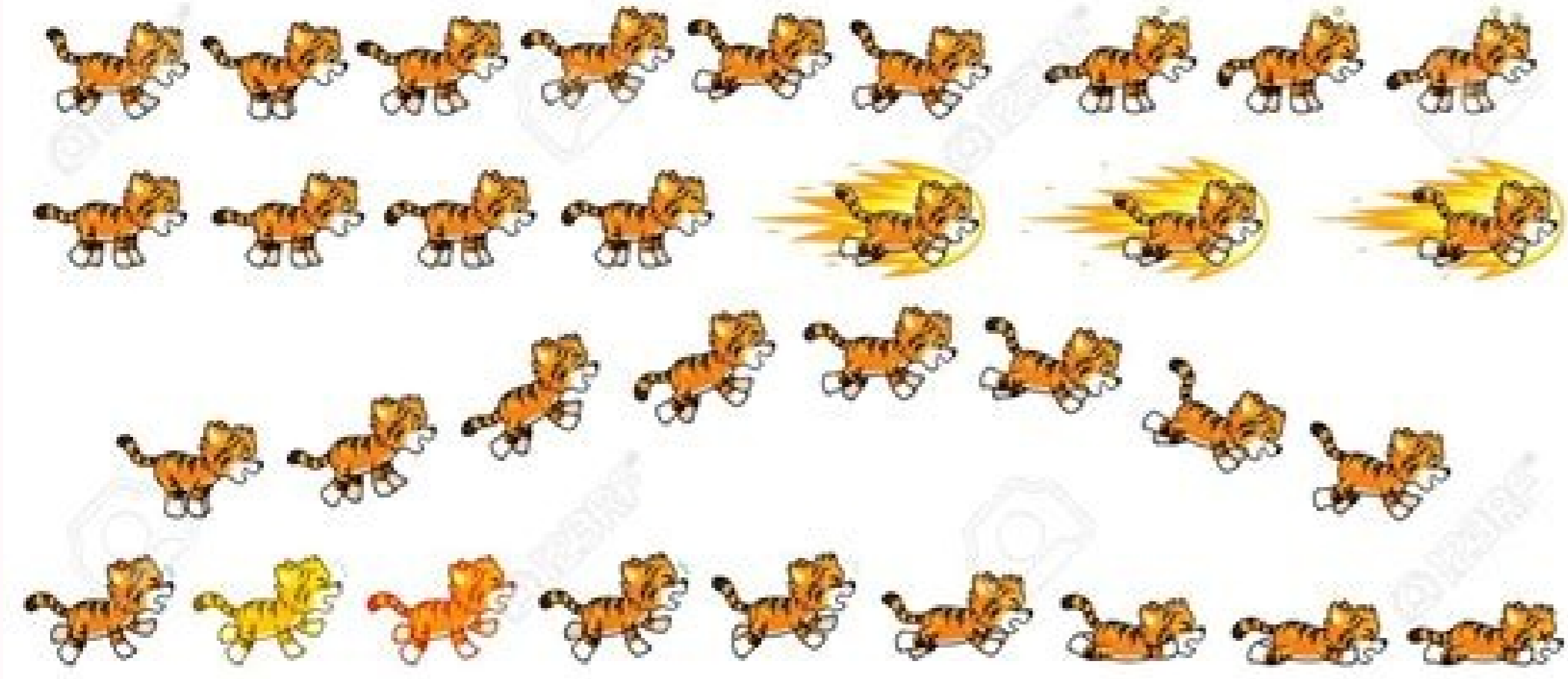


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Watch them all set yourself up for success! Designing Game Rules This video from PAX South 2016 features two panelists, Brandon "Rym" DeCoster and Scott Rubin, both of GeekNights. Sometimes, you need to know what not to do in order to do something well. It's full of helpful tips for you to pull from. As in, Brackeys shows you how to install Unity and start a new project. The video was uploaded 5 years ago, but the advice is still sound. Sometimes you just get stuck at the beginning, and that's one of the worst places to get stuck (an object at rest stays at rest, am I right?!). More Design Tips! This video from JelArts showcases 6 tips and tricks that you can use to help you design characters. RPG Game Design Tips Looking to make an RPG of your own? How to Write a Great RPG Storyline RPGs can become especially complicated, especially when they take a non-linear approach that you don't typically see in FPS campaigns, for example. Coming Up With Story Ideas Mark Crilley comes through again. If you're looking to write a great story for a role-playing game, this video series from 7DSystem could help. Ubisoft's Approach to Level Design Ever wonder how the big companies do it? It's intended for beginners, and starts at the very beginning. Technology moves so fast these days, and that will have an impact on the game industry, those already in it, and those aspiring to join it. Since it's text-based, you get the benefit of not worrying about visual assets or gameplay and get to tell the story of your story. So here's another video showing you how yet another artist builds characters from scratch. There are more videos in the series, so you can take it one digestible lesson at a time. But there are tips and best practices. Another Character Turnaround Sheet Tutorial Didn't know what 'Turnaround sheet' was? This video looks at 'the basics of game design and explains the science of deep engagement, also known as Flow (by Mihaly Csikszentmihalyi). How to Create a Stylized Character Turnaround Sheet This video from YouTuber CG Cookie Concept shows you how to design a character when you really know what they want. Ian Bogost has some advice for you. Tips to Design Better Maps and Levels This video from BenderWaffles gives you five quick tips to help you with your map and level design. He recommends using Unity for level design because it looks good and it performs well. We turn once again to the Extra Credits YouTube channel for help. YouTuber Sykoo has an hour-long level design tutorial, which is separate from his "top 5 tips" video. It explores the four requirements of flow, what they mean in practical terms, and a simple way to visualize them so you never forget. "Make a Game Basics (Unity) This video from YouTuber Brackeys walks you through designing a game in Unity. Blizzard Game Design Lecture Rob Pardo spoke at MIT in 2014, giving a presentation on Blizzard's core design values. Sometimes you'll feel stuck, sometimes you'll feel stale-hearing some fresh points of view can help free you from those funks, and that's what you'll get in this video: fresh perspective. How to Build a Fictional World The official TED-Ed YouTube channel has this lesson from Kate Messner on building fictional worlds. Unreal Engine Forest Tutorial One more, for good measure. The Counterintuitive Secret to Fun Games are all about having fun (except for maybe the Dark Souls franchise). Stories can be tricky-there's a lot to keep track of. Looking for inspiration or collaboration opportunities? The character featured in the video was designed for a highly stylized world-sometimes designing a character when the theme is set in stone can be just as challenging as not having anything to work from. And while those aren't "video games", the storytelling parallels between the two mediums warrant this video's inclusion. It's right in the title of this video, and it's important for you to hear it. Indie Developers Talk About the Industry You can make games. His 30-minute talk was all about using level design as a way to tell stories and guide the player through the game. What New Game Developers are Doing Wrong Want to learn what to avoid? Some boss fights are certainly better than others...what sets them apart? It addresses some of the biggest problems beginning game designers face. This video interview will give you some answers. How do you create characters when you don't have much to go on? Two of his most well-received games are Heavy Rain and Beyond: Two Souls. But from where (he stands) right now, having made independent art/games for a living for the past 10 years, the advice below is crucial to all indie game designers, and all artists for that matter." If that doesn't convince you to give it a look, nothing we say will Give it a look! Don't Give Up Rick Davidson is a career coach who spent time as an Indie Game Developer. Turnaround sheets are important if you're going to be free-hand drawing characters over and over from different angles and positions. These three tips from RPG Maker might make getting started just a bit easier for you. This interview touches on story, immersiveness, and more game elements. Jim Brown, the senior designer, shows you tips and tricks using the then-new UE4 toolset. IGN's Top 100 Game Devs: Advice - How to Get Started We're going to leave you with a torrent of advice from a ton of top game creators. So watch the video for tips on how to deal with that, and for strategies to pursue your game design dream. This video features 10 tips that can really help you become a better writer and a better game designer. Twine Text-based games are a great way to practice your storytelling. This post on character design from the talented folks at Pixar gives you an inside look into their character creation process. Indie Game Do's and Don'ts Edmund McMillen, known for his work on Super Meat Boy (as well as other games), knows what it takes to make great games. Character Critiques YouTuber Istebak hosts character design challenges on her YouTube account. Top 10 Tips for Being a Game Designer David Cage has been in the business of writing and directing games for close to 20 years. Or, if you haven't started yet, this video will convince you to start! It's a quick watch, but sometimes the swift kicks in the rear are best. She spends about an hour going over the submissions, and critiquing you on your design. Game Design Innovations from 2017 Here's another video by YouTuber snoman Gaming discussing the exciting innovations he's seen so far in game design 2017. If your client hasn't given you much background or ideas to work with, how do you even begin designing a character? This video interview with Game Informer answered that question. What should you learn if you want to be a game designer? Now, the good people at IGN put this video together about eight years ago, so keep that in mind as you hear some of this advice. As we mentioned, Sykoo prefers Unity. Adam Sessler interviewed Tom Bissell, a co-writer on Gears of War, Judgement and a game critic. Planning and adapting can help, and these tips will show you how. Their answer: everything. This video from the Extra Credits YouTube Channel dives into bad writing, answering this game design mystery. TIPS, ADVICE, AND MOTIVATION How the Inventor of Mario Designs a Game Ever wonder what Shigeru Miyamoto's design philosophy was? Submitting would be most beneficial, but simply watching to see what other artists create and how she critiques them would be helpful too. How he was able to have a hand in hit game after hit game? She's pulled these tips from some online courses she watched in an effort to improve her own character design efforts. Getting into Game Design How did Todd Howard, one of the masterminds behind recent installments in The Elder Scrolls and Fallout franchises, get into the video game industry? Keep it PG! Character Outfit Designs We bring YouTuber Jazza back into the fold to go over tips and best practices for designing outfits and costumes for your characters. We won't spoil his secret, but we will recommend that you watch his video on the secret to fun. Sometimes fun can be elusive. Career Advice for Making Games YouTube channel Extra Credits is back in the house, this time exploring career advice for game designers. "Even though you might not notice, each character has a theme when it appears on the screen. Telling Stories with Level Design The GDC hosted Brendon Chung, the owner of Blendo Games, at GDC 2015. Both within the forge community and in a professional setting at 343 Industries." Psychoduck is easy to listen to and he knows his stuff. SomaSim's Matthew Viglione did just that, and he spends a half-hour talking about his path in this GDC 2015 talk. Character Design Exercise Nothing will help you get better at character design than designing characters (like every day). You'll hear about why you should be playing games when to trust your instincts, and more. Check out this video on the RealTutsGML channel to make sure you're avoiding these mistakes. Good luck. We've all played a game where the story just...stunk. This YouTube Video from Mark gives you 10 methods you can use to generate new story ideas. You want to make sure they look like the same character every time! Pixar Character Design Tips We haven't met a person who doesn't appreciate at least one Pixar film (if not, you know, all of them). This video is also hosted by the official Unreal Engine YouTube Channel. And not only that but how to break these bad habits? It's close to two hours of design walkthrough and advice from Andrew Hurley, an Engine Support Technician. Curtiss Murphy is a software developer at MobilityWare, and he makes Solitaire games (yes, just Solitaire games). It highlights the importance of recognizing the bigger role of level design, and how it fits into the overall framework of a game. With the help of this video, you could make and self-publish your own game in that time. Unreal Engine Level Design Crash Course This video from the official Unreal Engine YouTube channel provides an intro to level design using UE. This video gives you the skinny on what the indie developer industry looked like about 5 years ago. Boss Fights! This video comes from YouTuber snoman Gaming and features the "building blocks" of good boss fights. Twine is an open-source game design tool for text-based games. Never be stuck at the beginning again! Story Tips from Gears of War "Dom, I need more ammo!" Ah, such good memories from the original Gears of War. 10 Writing and Storytelling tips Mark Crilley has YouTube videos designed to help you create books, comics, and more. Making and Self-Publishing a Game What are you doing these next 12 months? YouTuber Quixel designed a forest landscape in an afternoon. Looking for feedback on your own designs? He admits that he knows he's "not perfect and [he's] sure as the years go by this list will change. Pardo also spends time talking about how to appeal to bigger markets. Give this interview a watch. Flexing that creativity muscles will make it grow stronger, and that means even cooler characters in your future work. Unity 5 Level Design Tutorial If you watched the above video, you probably saw this coming. If you want to see how another artist takes a concept through to completion, this is a great video for you. She'll give you parameters, and you need to design a character that fits within them. (Let us know when you finish, we want to play!) How to Make a Good Game As you acquire the skills and knowledge you need to put your own game together, it's worth hearing a variety of opinions from developers and gamers alike on what makes a good game. This video can help get you started. However, my goal is to outline a proven process that I have seen in action for years. Level Design Science Featuring the Halo Forge Psychoduck, the man behind this FORGEHUB level design video on YouTube, has this to say: "There is no single correct way to design a map, and everyone's process will be a little bit different. He's edited that process down to just 53 minutes, and he walks you through his design process, starting from the plan and ending with a nice forest path. The interview covers "Writing Gears and the Problem with Video Game Storytelling." Want to hear how AAA games have their stories written? He talks about new ways to think about negative space and the role it has in level design. Designing video games is like building a world, just as with movies or books. He talks about design focal points, color choices and what they can mean, and more. Immersion comes from a cohesive, compelling, and enchanting world. How to Create Characters This video is another look at the character design process. It's an excellent tool for practicing weaving story threads and keeping the narrative intact as players make different choices in your game. This panel discussion is about an hour-long, and offers a "mechanical discussion of how game rules are (and should be) written, how players learn games, and why so few people are willing to read a 100-page rulebook (never mind the appendices)!" What Makes Great Games Great? A bit nervous about getting started? We want the audience to read each character instantly." The Character Designs Reddit Forum Curious about what other artists are doing? Sometimes you lose sight of fun as you get bogged down by other details, or hung up on the wrong elements of your game. It's a short video, but if you pay attention there are some valuable level design nuggets in there that you can incorporate into your own work. How to Write Story for Games Hearing how other game writers think about the story and go about writing stories for games can be really helpful, no matter where you are in your writing career. Get ready to go outside! GAME DESIGN Making Your First Game If you've never designed a game before, then watch this video before you do anything else. This short video is designed to get you motivated to finish developing your game. Designing Characters Character Design-Conceptualizing Tutorial This tutorial walks you through how one artist developed his concept for a "crossbow archer." He starts with his idea, he shows his sketches, and he walks you through everything from form to color palette, to putting it all together at the end. It's actionable, helpful, and it only takes five minutes to watch. There are other videos in this sequence from the same YouTube Channel, Extra Credits. If you're looking for a path into the industry, or you want to take a peek into Todd Howard's head, this video is worth the watch. Then you can submit the characters you want to be critiqued. Learning to build that world will help with your storytelling, and answer some questions about your character motivations before you even have them. Have questions about the process or the craft? Negative Space in Level Design We've looked at a lot of videos that show how to plan levels, how to design them and populate them, and how to use them to tell stories-but what about "nothing"? This video, also from a GDC session, features Jim Brown from Epic. We figured we'd close the game design section by opening your mind to new possibilities! STORY Writing Tips for Beginners Is this your first time writing a story for a game? Bad Writing in Video Games Ever wonder why so many games tell such bad stories? No problem, here's another tutorial to help you understand the how-to behind the sheet. Look no further than the Character Designs forum on Reddit. This five-minute video walks you through the inextricable link between game story and gameplay. This "tips for developers" video from YouTuber UnfairReviews offers some helpful hints and things to keep in mind as you develop and design games. This YouTube video from the official Ubisoft channel will give you a glimpse into their level design process. All of it won't apply to you right now, but some, like "gameplay first", will. In an interview with the BBC, he gives 10 tips you can use to become a game designer. It's continued to grow since then, but this video is worth a watch. 23. LEVEL DESIGN Level Design Tips Looking for five quick tips to get you started with your level designing? A year is a long time. This video features RPG game design tips from Tyler Sigman, the creator of Darkest Dungeon. How to Start Your Game Narrative There's no "definitive answer" for how to start a game narrative. The video is quick and worth the watch. If you're looking for extra help with designing a level in Unity 5, this video is a great resource. Unreal Engine Landscape Design Once you know your way around the Unreal Engine, you can hop over to this landscape training video. It's worth a look. YouTuber Sykoo gives his top five tips for designing levels using Unity (which is what he uses in his videos). Landscapes made in Unreal can look so dang beautiful. You won't have time to learn everything-no one will.

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