

Department of Media Studies

A Workshop on the Study of Video Games

14.08.20

Date

4:00 pm - 6:00 pm

Time

: Microsoft Teams

Platform

No. of Participants: 14

Faculty Coordinator: Prof Joel M Jacob and Dr Kailash Koushik (Convenors)

Game design is the starting juncture to understanding games," said Poornima Seetharaman, host of the workshop titled 'The Study of Video Games' held on August 14 as a part of Media Meet 2020. A member of the gaming industry since 2006, Poornima Seetharaman is currently a lead game designer at Zynga. From AR to casual games, she has worked in a wide variety of gaming genres. The resource person has worked with some of the biggest names in the Indian gaming industry and co-founded Pinaka Interactive (a game design studio) and NammaLore Entertainment (a game development studio).



The workshop was aimed at helping participants understand the world of gaming better. The host broke down various aspects of game design like the stages of game design, narrative technique, psychological aspects that affect player behaviour and storytelling in gaming. The workshop further explored hidden mechanics in gaming and how developers manipulate the

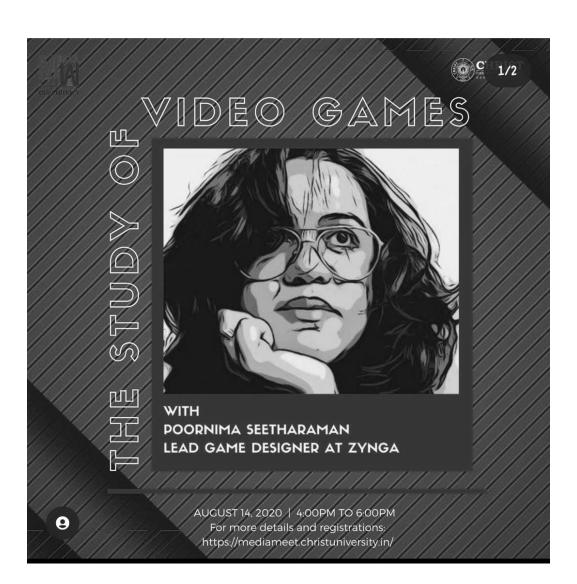
flawed psyches and probabilities while developing games. Another field that the workshop explored was education.

Through the example of a video game that teaches players the basics of machine learning, the host explained the role of video games in the education sector. The host also elaborated on the role and scope of video game journalism in India. Ms. Seetharaman explained how game reviews, breaking down and deconstructing the game can be covered under the umbrella of video game journalism.

The workshop ended with a story-telling activity where participants used cues from virtual dice cubes to create a story. Each participant used a die to narrate one part of the story and the next person carried it forward. One of the two characters created by the participants did not make it until the end of the story and was killed mid-way. This workshop proved to be fruitful for all the gaming enthusiasts and helped them understand the nuances of video game designing.

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Workshop Participant List: "The Study of Video Games" by Poornima Seetharaman Aug 14 - Media Meet 2020		
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8	Prem More	9325657857
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