

Computer Game Design & Development

Topic 4: Game Worlds

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Objectives

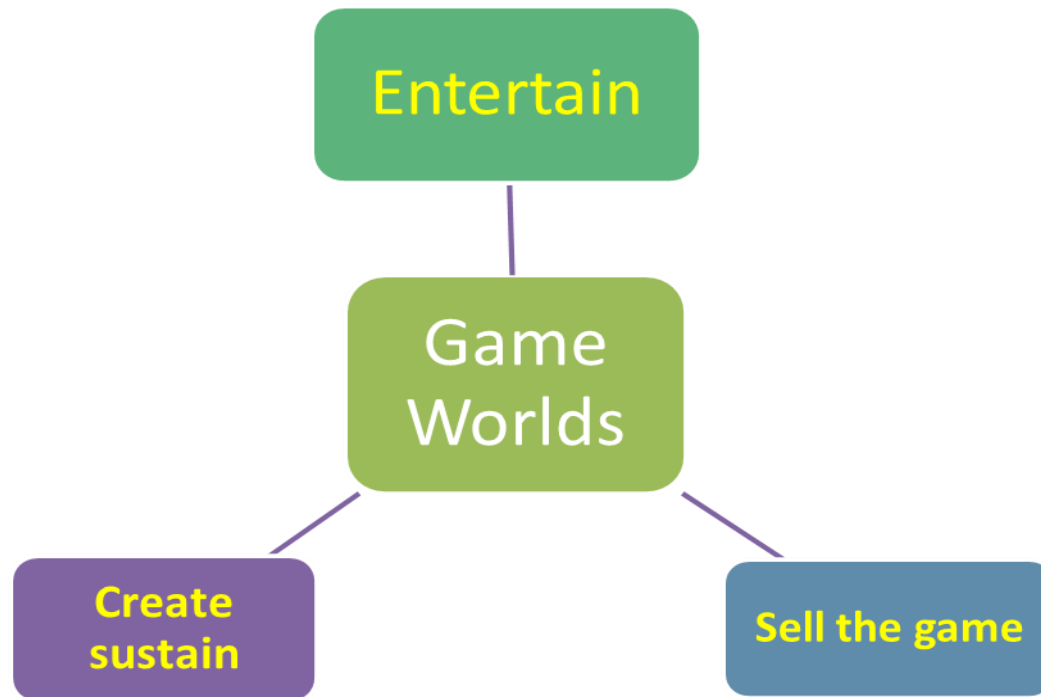
- Know what is **game world**
- Learn the game world **dimensions**
- Understand what is the **purpose** of having game worlds in game design



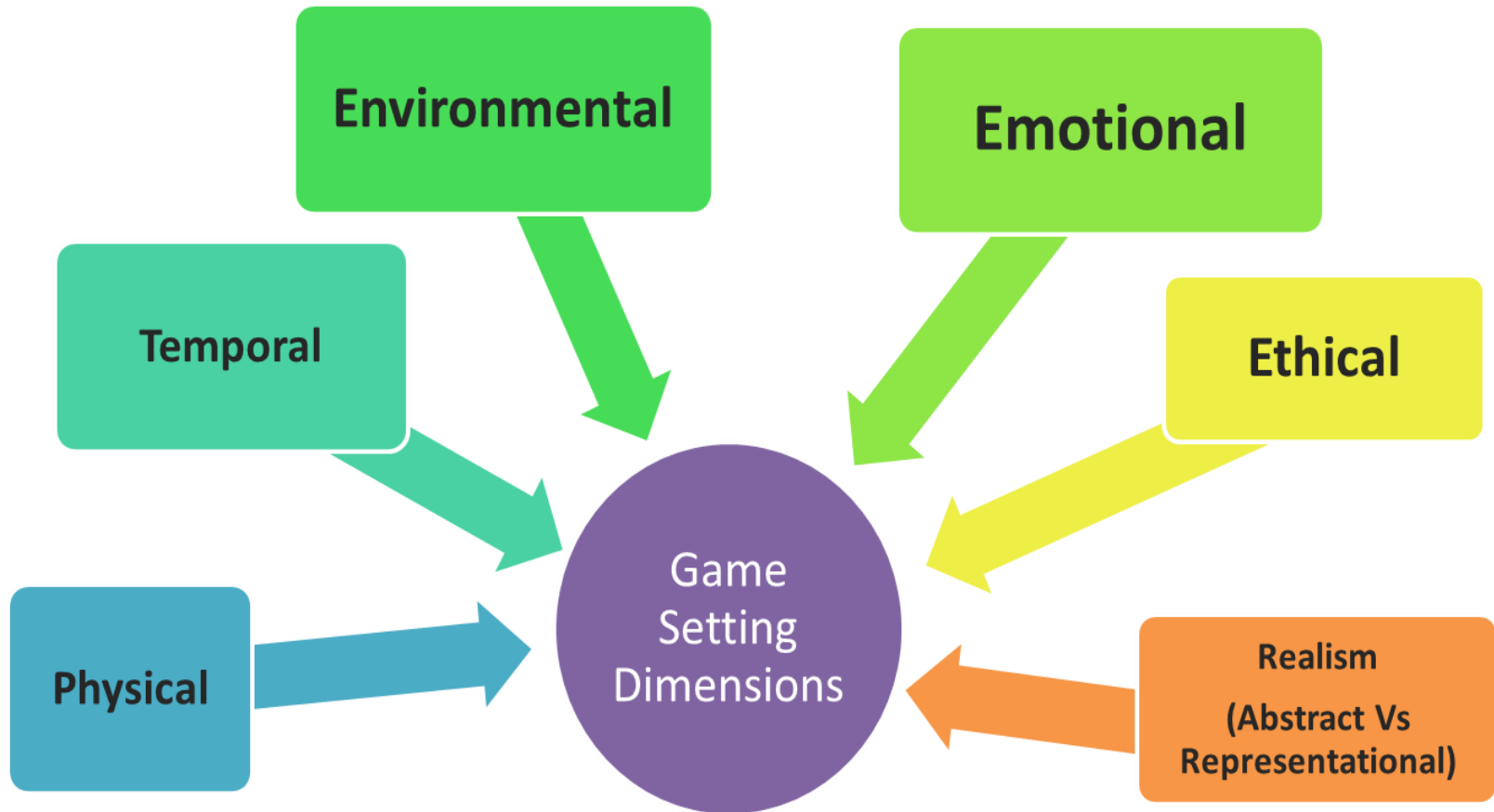
Definition of Game Worlds

- Imaginary place in which the events of the game occur
- Presented by images and sounds
- Not all games have a game world
- A game world can have a culture, an aesthetic, a set of moral values, and other dimensions

Purposes of Game Worlds



The Game Worlds Dimensions



Physical Dimension

- Simulated physical space
- Characterized by dimensionality, scale, and boundaries



Temporal Dimension

- Defines the way that time is treated in the game world
 - **Variable time**—game time usually runs faster than real time, and jumps or changes rate
 - **Anomalous time** —time can move at different speeds simultaneously in different parts of the game
 - In some games, the player can adjust the speed of time in the game



Environmental Dimension

- Describes the world's appearance and its atmosphere
- Create the basis for creating art and audio
- Contains cultural context and physical surroundings



Emotional Dimension

- Emotions which is to be created in the player
- Emotions can be triggered via
 - Facing challenges
 - Interacting with the characters
- More sophisticated games move beyond “fun” to richer emotions



Ethical Dimension

- Defines **right** and **wrong** in the game world
- Part of the culture and history in the game world
- If game world ethics are unrealistic, make visuals unrealistic also

Summary

- Game world is essential to provide player the feeling in playing the game
- Game world consists of few dimensions namely physical, temporal, environmental, emotional, and ethical dimensions.



References

- Adam, E. (2010). Fundamentals of Game Design (2nd Edition). Pearson.
- Saunders, K.D. and Novak, J. (2013). Game Development Essentials-Game Interface Design. Cengage Learning.