

## Thesis Outline

- I. Outline**
- II. Introduction**
  - A. Introduction to Explorative Design for Conceptual Coherent Video Games
  - B. Problem Statement
  - C. Thesis Statement
    - i. Brief introduction to solution
- III. History of video game design methods**
  - A. Brief history of video game design methodology
  - B. Design ideas similar to mine
  - C. My proposed solution
  - D. How my methods improve the game design process
- IV. Industry examples**
  - A. Brief examples of conflict in game design
    - i. Half Life 2
    - ii. Grand Theft Auto IV
  - B. Brief examples of coherence in game design
    - i. Braid
    - ii. Portal
- V. Literature review**
  - A. Jonathan Blow's lectures
  - B. Jesse Schell's Art of Game Design
  - C. Chris Hecker's lectures
- VI. Solution**
  - A. Questions / design lenses
  - B. Explorative design process
- VII. Methodology of the Solution**
  - A. Method of design
    - i. Game design tools
  - B. Explorative process
    - i. Initial sketches & concepts
    - ii. Initial concept decisions
    - iii. Building initial test level
    - iv. Explorative process
      1. Brainstorming
      2. Implementation
      3. Testing
      4. Questioning
      5. Iteration
    - v. User testing

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1. Testing methods
2. Survey results
3. Interview results

**VIII. Analysis of Solution**

- A. Benefits
- B. Pitfalls
- C. Possible further research

**IX. Overview of Solution**

**X. Conclusion**