

GAME DESIGN AS GARDENING - SUMMIT

Thursday, 11.04.2019 – 11:00 - 14:30

A game as playful media and complex system can't be drafted as a whole beforehand, but has to be grown into its (final?) form through iterations, morphing from version to version, finding its own shape step by step or just evolving forever.

Dissecting and examining the development process of games is key for understanding and mastering not just game design and development, but the increasingly digital world we are in per se.

Experts from academy, science and research and game development will discuss the growing process of digital games and what that means for digital media.

Eric Zimmerman 11:05 - 11:45
100 Versions of Losswords

Hartmut Koenitz 11:45 - 12:15
Learning From Biology - Game Design as "gardening"

Sabine Harrer 12:15 - 12:45
Plantations of Play - Colonial Botany in Videogames

Robert Yang 13:00 - 13:30
We Must Cultivate Our Garden

Game Development as Gardening 13:30 - 14:30
An in-depth interview with the developers about the development processes of their games.

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#5 DEVOLUTION

HOW TO GROW A GAME

GAME DESIGN AS GARDENING SUMMIT

EXHIBITION



3 DEVELOPMENT TIMELINES

- ▶ HIDDEN FOLKS
- ▶ APE OUT
- ▶ KINGDOM

A MAZE. // SEZ Berlin
April 11 - 13, 2019

DEVOLUTION

Devolution is exploring/dissecting the creative process of game development, encountering new characteristics with every new edition.

Historically the exhibition of several in-between versions of a game (The Curious Expedition, Shift Happens, Thumber, SUPERHOT), we are hyped to extend Devolution in its fifth edition with some amazing new elements, raising it into new dimensions.

Devolution of Kingdom
Exhibition Tour with Thomas van den Berg
Thursday, 11.04.2019 – 4 & 6 pm

Devolution of Ape Out
Exhibition Tour with Gabe Cuzzillo
Friday 12.04.2019 – 4 & 6 pm

Devolution of Hidden Folks
Exhibition Tour with Adriaan de Jongh
Saturday, 13.04.2019 – 4 & 6 pm

EXHIBITION

The exhibition focuses on the development process of 3 amazing games by displaying their development timelines. Visitors can dissect the creative process of game development, encountering new characteristics with each game.

Looking at games and game development from the perspective of Devolution lets everyone discover new and inspiring aspects of how games are growing into shape and what this means for game design and development and digital media in general.

HIDDEN FOLKS

Hidden Folks is an interactive wimmelbilderbuch video game in which players are tasked with locating hidden characters, objects, and animals in a series of environments.

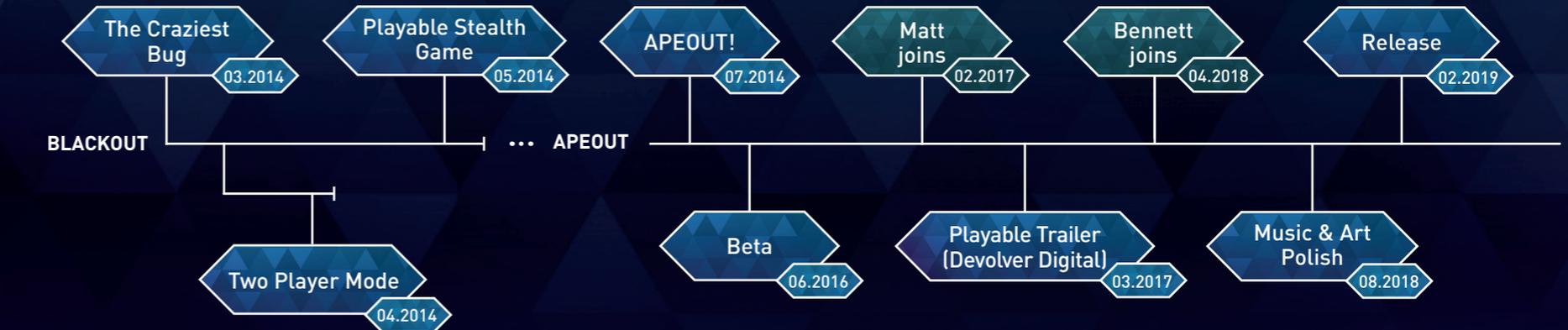
A prototype of the game was created by Adriaan de Jongh after he saw detailed illustrations at Sylvain Tegroeg's graduate art show, and the two began collaborating in 2014 after Adriaan showed Sylvain the prototype using the illustrations from Sylvain's website. The idea of creating a hidden object game came naturally from Sylvain's detailed art. The game was built using the Unity game engine, but Adriaan also built custom tools to specifically handle the process of digitising the hand-drawn art and the amount of illustrations and objects in the game.



APE OUT

Ape Out is an intense and colorfully stylized smash 'em up about primal escape, rhythmic violence, and frenetic jazz.

Development on Ape Out began when Cuzzillo entered into game development courses at New York University (NYU), where he also worked on an independent study with Bennett Foddy. Foddy contributed to Ape Out's art, while Matt Boch, an associate professor for NYU's Game Center, worked on the game's music system and sound design. Ape Out was part of the NYU Game Center Incubator and partially financed by Indie Fund. Publisher Devolver Digital announced their involvement in Ape Out in March 2017, when they released a playable trailer.



KINGDOM

Kingdom is a 2D sidescrolling strategy/ resource management hybrid with a minimalist feel wrapped in a modern pixel art aesthetic.

Kingdom was developed by the two-man team of Thomas van den Berg and Marco Bancala (noio and Licorice). Kingdom is an expanded, standalone version of a Flash game by noio. The game was renamed Kingdom: Classic after the announcement of Kingdom: New Lands. The expansion released August 2016 and addressed some of the repetitive aspects critics found on the game's original release and added new lands to explore. Kingdom Two Crowns evolves the micro strategy game with a new cooperative play experience and a campaign mode.

