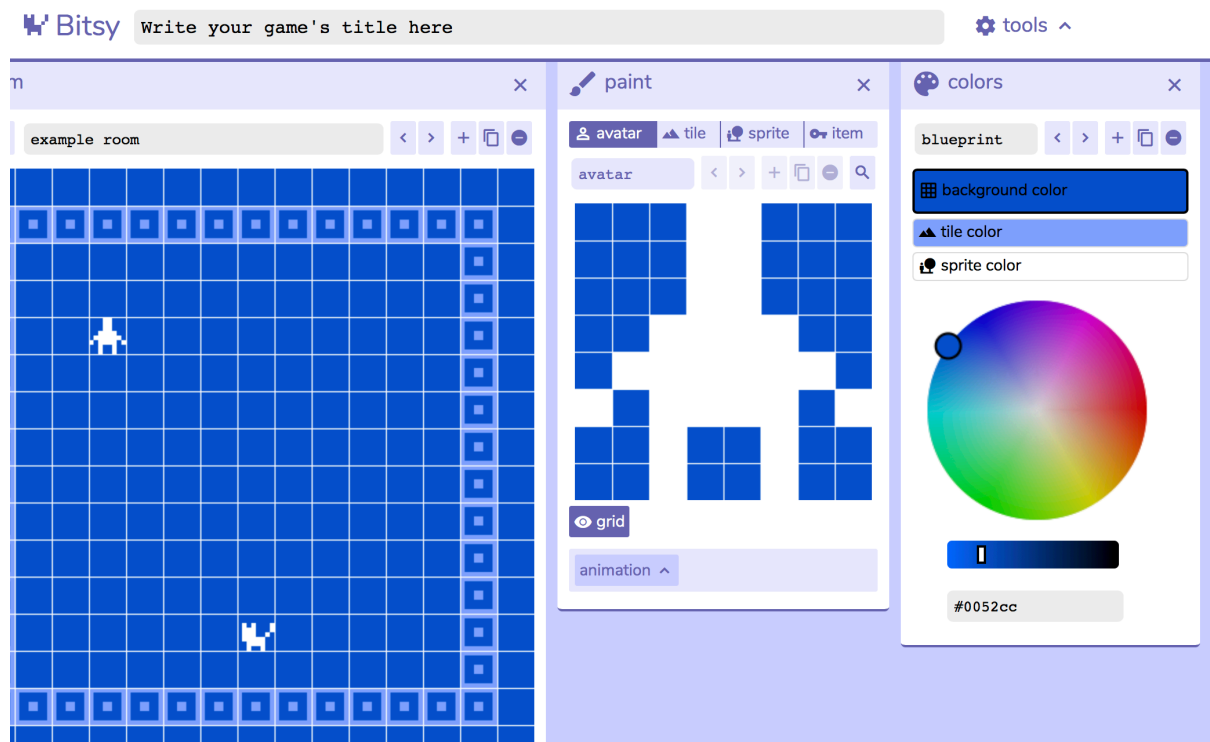


LOCKDOWN GAMING!

If you're one of our incoming students on our BA in Video Game Art and Design, or on our BA in Digital Media Culture and Technology, there's a good chance you are spending a fair bit of your lockdown time gaming. When you arrive here to study, we'll teach you all the skills you need to be a creative game designer: from storytelling and art to game code, 3D modelling and immersive mobile gaming and virtual.

Whether you want to be part of a huge team making AAA titles or an indie game designed, ours is the degree for you. We've got a little challenge for you before we get started. Take a look at this incredible tool, the Bitsy game maker: <https://ledoux.itch.io/bitsy>



Some amazing things have been done by creative people all over the industry with this tool. Just take a look at the British Library Simulator made using it, or do some research of your own to see what has been made in Bitsy:

<https://blogs.bl.uk/digital-scholarship/2020/05/the-british-library-simulator.html>

So, here is a challenge for you. Design a little game using the Bitsy engine (or at least make a start and see how far you can get). Make an avatar, a sprite and an item, write some dialogue and edit the room. See how far you can push it! Then take some screenshots and save your file. Write 300 words explaining (“pitching”) your game to us and then send us your written pitching document and your prototype game. When you arrive here next year, you can have a one-on-one meeting with one of our games Lecturers to discuss your idea and game design potential! Good luck!

So design us a little game and tell us all about it. email

alfie.bown@rhul.ac.uk

Well get back to you with some of our thoughts.
