

Aplikovaná herní studia jaro 2016

o předmětu, výstupy, základy, zajímavosti z herního průmyslu

herní studia

APLIKACE

VÝZKUM

APLIKACE

TVORBA

herní studia

APLIKACE

APLIKACE

VÝZKUM

TVORBA

HER A
HERNÍCH
PRINCIPŮ

ZÁŽITKU
ZKUŠENOSTI

KULTURY
HRÁČŮ

...

HER DIGITÁLNÍCH, DESKOVÝCH,
PROSTOROVÝCH, KARETNÍCH...

KDO

- Zdeněk Záhora; Tomáš Bártek
- Spolková činnost:
 - *MU Game Studies, z.s. – zakladatelé (2009)*
- Vývoj (ZZ):
 - *Paperash – produkce, mkt*
 - *exFun2Robots – design, mkt*
- Herní průmysl – academia – prostředí:
 - *GameDevArea Meetup (měsíčně)*
 - *Central and European Game Studies Conference (ročně)*
 - *Mapování kulturních a kreativních průmyslů v ČR (Svazek II.) – vydáno 2016*

Sylabus

- 01 UVOD
- 02 ANALYZA HRY (MDA? PROSTOR, HM vs UZITI MEDII - CLOBRDO DEMONSTRACE)
- 03 HOST: METODOLOGIE, VEDECKA PARADIGMATA
- 04 SEMIOTIKA, KYBERTEXT
- 05 NARATIV, DISKURZIVNI ANALYZA
- 06 ČTECI TYDEN - VELIKONOCE
- 07 REFLEXE CETBY + HERNI ZANRY
- 08 HRACI JAKO PUBLIKUM, VIRTUALNI SVETY JAKO ETNOGRAFICKE POLE
- 09 PLAYBOUR a VAZBA na HM
- 10 CROWDRESEARCH + HERNI TELEMETRIE
- 11 HERNI PRUMYSL (CR) a HERNI ZURNALISTIKA
- 12 PRIPRAVNY TYDEN - ZAVERECNY PROJEKT
- 13 ZAPOCTOVY TYDEN PREZENTACE (+ Zhodnoceni predmetu a profilu absolventa)

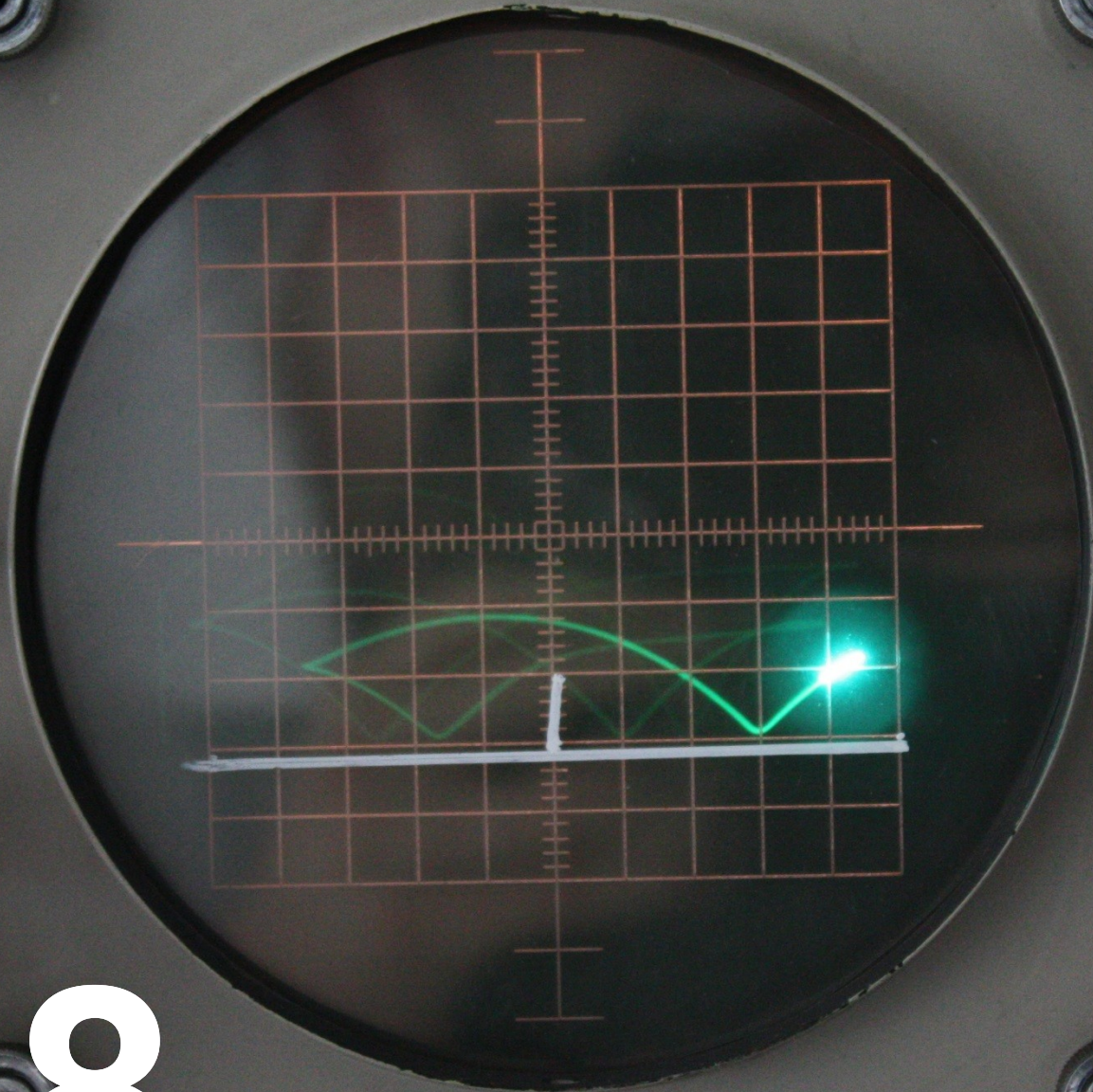
Četba

- Zubeck a spol. MDA
- Aarseth Cybertext
- Juul Space, Rules
- Consalvo Paratext, Cheating
- Jenkins Transmedia Storytelling, Participatory Culture
- El Nasr Game Analytics, Telemetry
- Ryan Game Narrative
- Susi Serious Games

Výstupy předmětu

- seminární práce – vybrané téma výzkumného teoretického nebo aplikovaného charakteru
- možnost spojit s diplomovou prací
- možnost práce se subjekty herního průmyslu
- projekt gamestudies CZ wiki

1958



X₁

X₂

0

Y₁

Y₂

H

ASTIGM.

FOCUS

INTENS.

RASTER

¹ NETZ ⁰

Zajímavosti z herního průmyslu ČR

- Historie vývoje v Brně
- HR
- Infrastruktura
- MUGS a jeho role?

DŘÍVĚ V BRNĚ

SUPER CD

Tajemství Oslího ostrova

Původní česká dobrodružná hra z pirátského prostředí

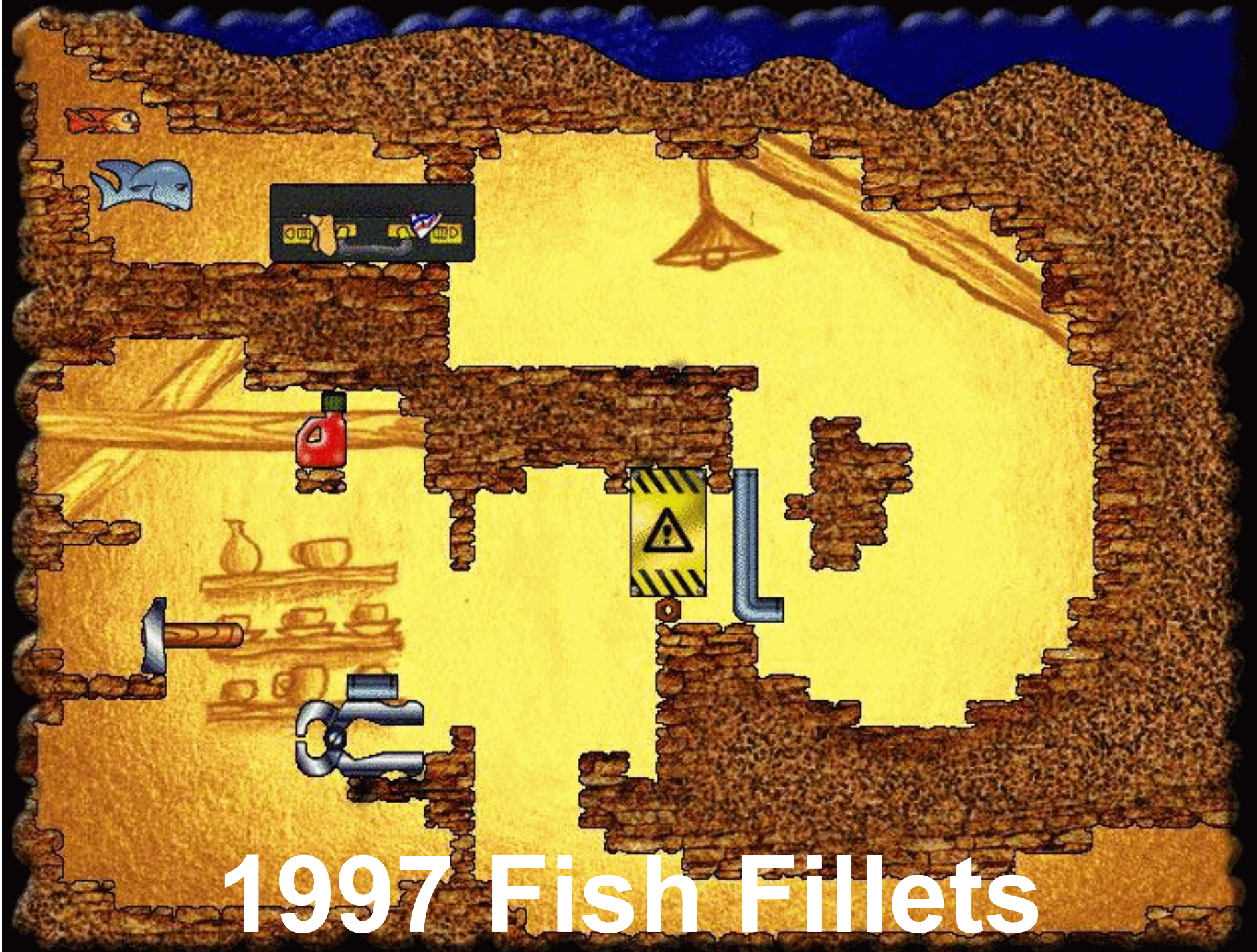
Počítačová hra

VOCHOZKA PTERODON

1994 Tajemství oslího ostrova

TAJEMSTVÍ
OSLIHO
OSTROVA





1997 Fish Fillets



2001 Original War



MAFIA

2002 Mafia



2003 UFO: Aftermath

VIETCONG

build 0.999, U.S. TISCALI

Singleplayer
Multiplayer
Options
Credits
Quit



2003 Vietcong



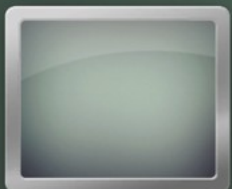


2006 ArmA



2010 Mafia II.

**RŮZNORODOS
T**



100 %



perspective



see through



photos



4

build

paint

photograph



2014 Monzo



DEAD TRIGGER 2

PLAY

LOGIN OR CREATE
PERSONAL ACCOUNT

2013 Dead Trigger 2

ENGLISH



IN-GAME |

2013 ArmA 3



SIGNAL FEED

LOCATION INFO

4.2 °C

509.2 Pa

Victoria Crater

16:15:07

Time on Earth (UTC)

13:01:22 27 May 13

SUIT INFO

Oxygen Level



Power Level



DEFAULT CONTROLS

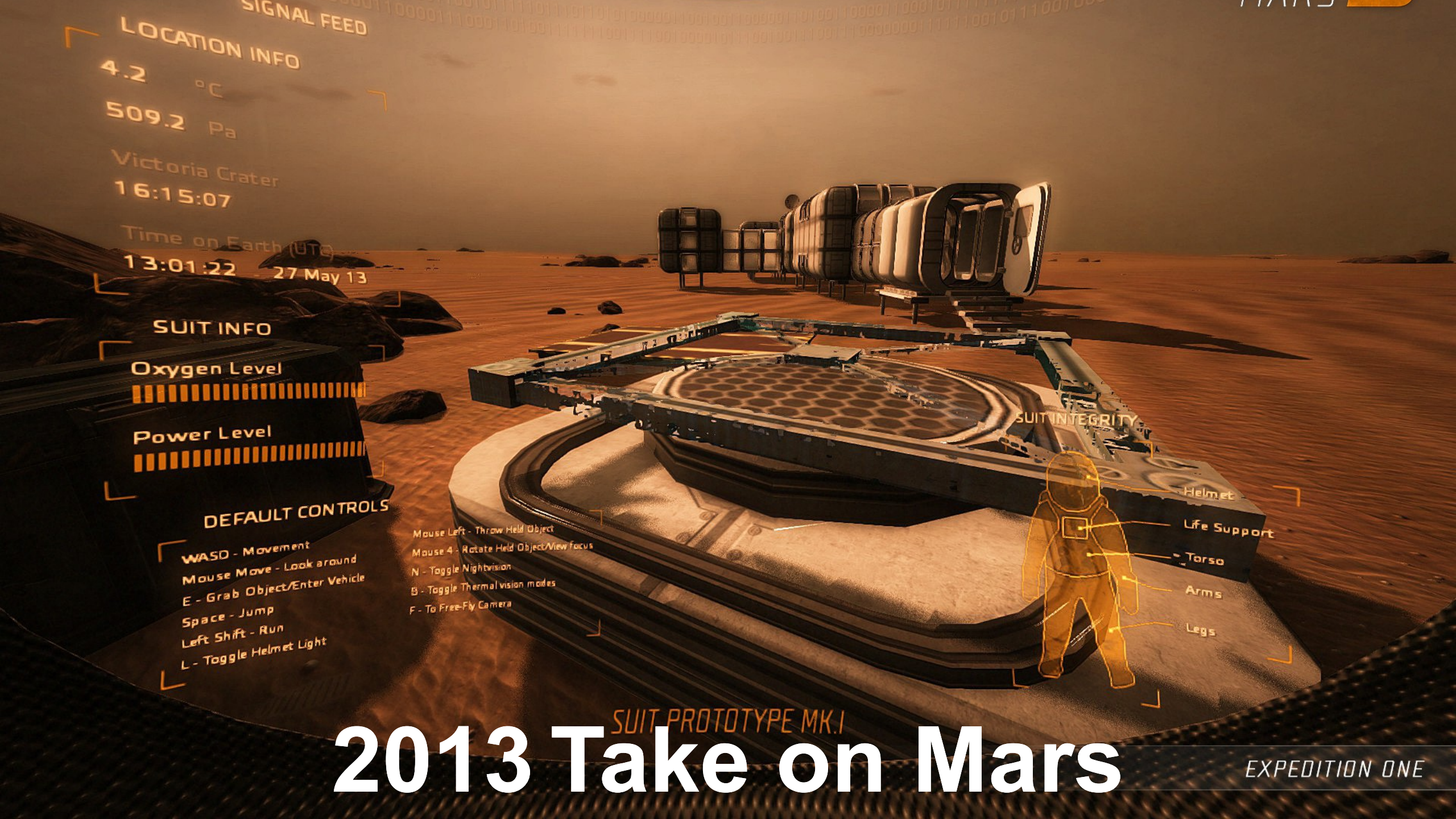
- WASD - Movement
- Mouse Move - Look around
- E - Grab Object/Enter Vehicle
- Space - Jump
- Left Shift - Run
- L - Toggle Helmet Light

- Mouse Left - Throw Held Object
- Mouse 4 - Rotate Held Object/View focus
- N - Toggle Nightvision
- B - Toggle Thermal vision modes
- F - To Free-Fly Camera

SUIT PROTOTYPE MK.I

2013 Take on Mars

EXPEDITION ONE



SUIT INTEGRITY

Helmet

Life Support

Torso

Arms

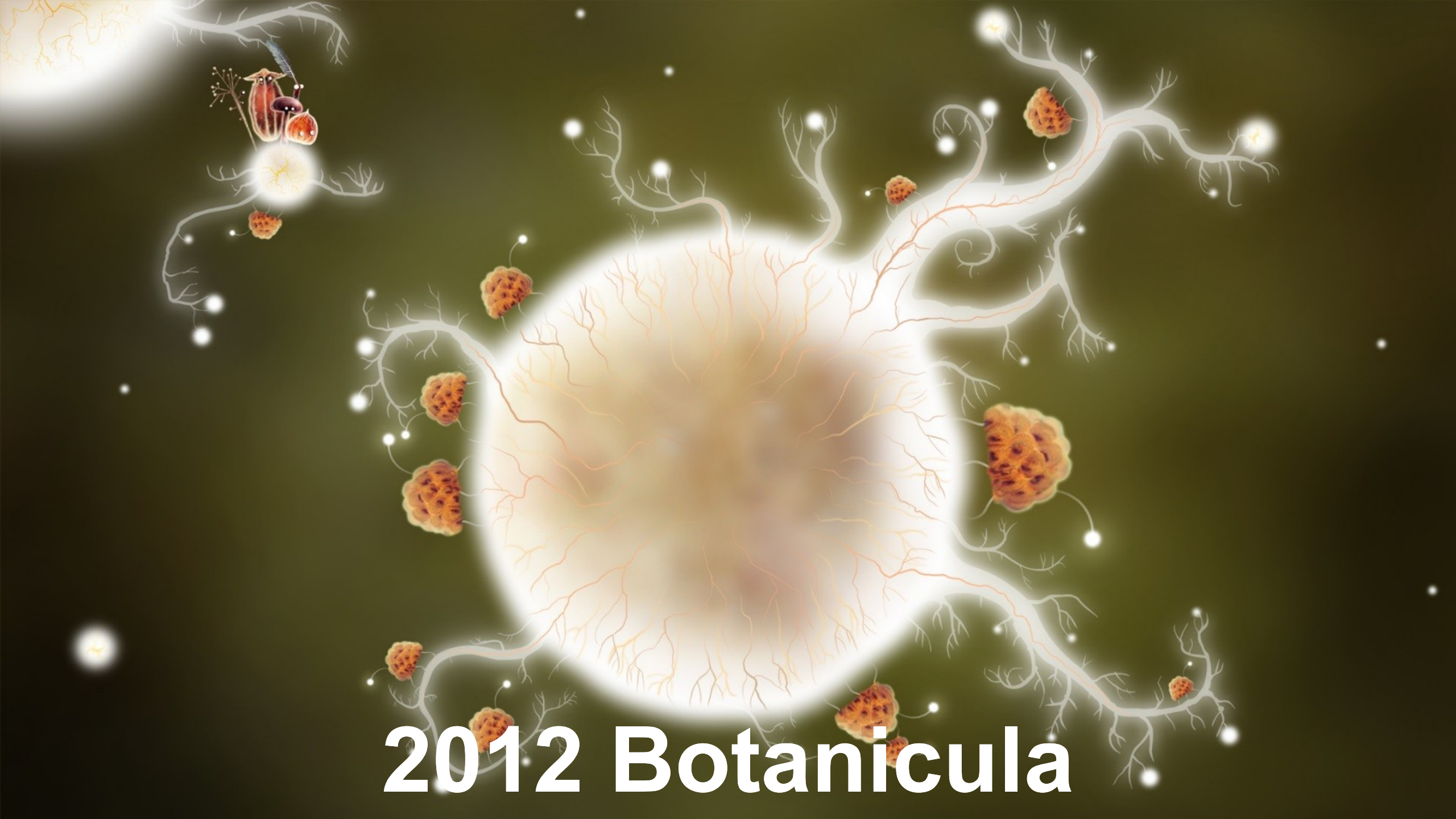
Legs



2016 Ylands



2009 Machinarium



2012 Botanicula



2014 J.U.L.I.A.: Among the stars



J.U.L.I.A.
Among the Stars

The background is a deep blue gradient with a subtle pattern of small white stars. Silhouettes of various plants, including ferns and hanging vines, are visible along the top and left edges. In the lower right quadrant, there is a cluster of glowing, white, fish-like or tadpole-like shapes, some of which are brighter than others, suggesting a group of organisms or a specific focus within the group.

Hero of Many


2013 Hero of Many

INTERANDE

Film, co se dá hrát



2012 Interande



the great
wobo escape

2015 The Great Wobo Escape

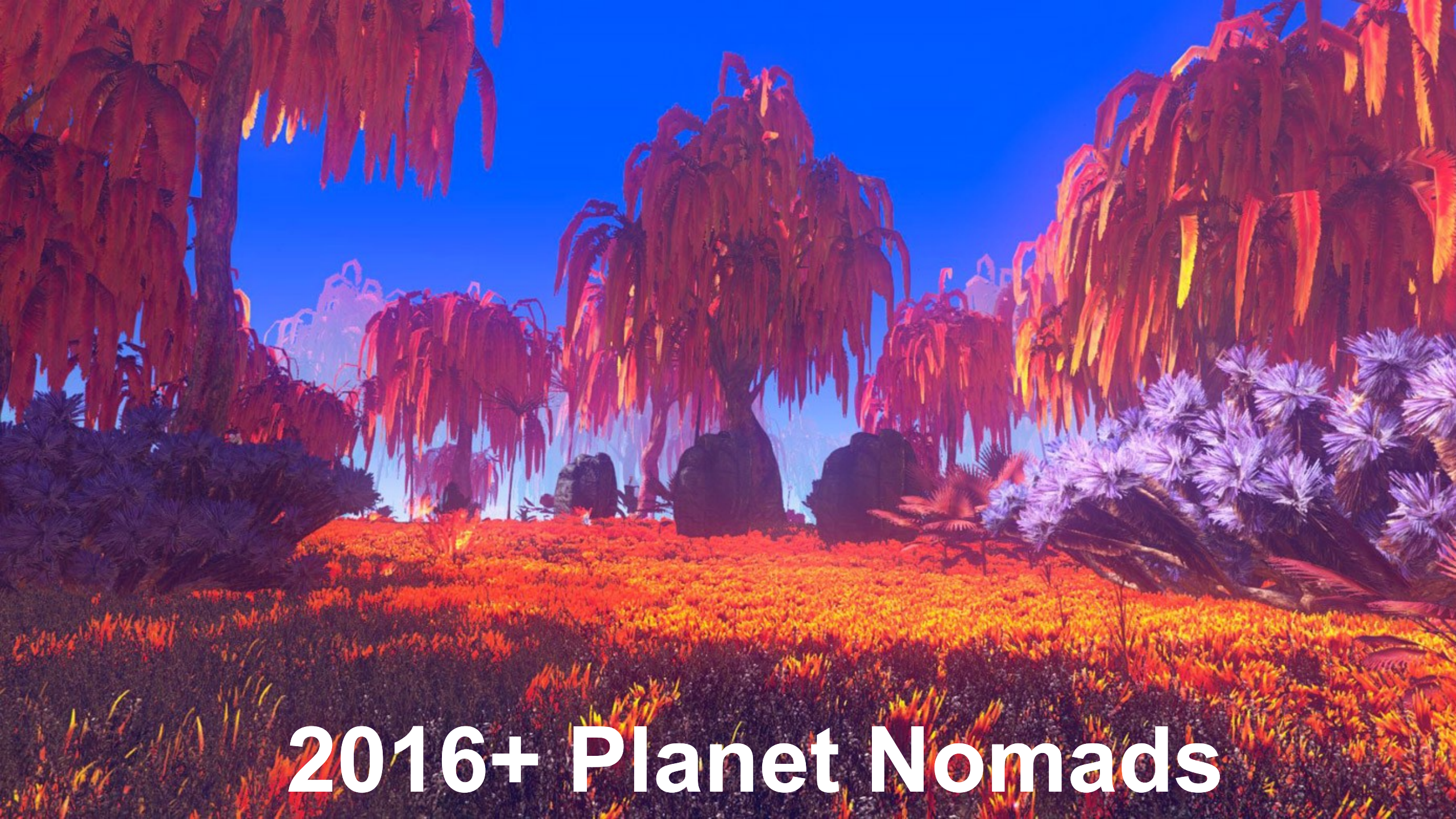


DEAD EFFECT

2013 Dead Effect



2016+ Planet Nomads



2016+ Planet Nomads

Mad Puppet Racing



2014- NOXGames



Czech Games Edition



07 / 2015 Galaxy Tru

VLAADA CHVÁTIL

CODENAMES

TOP
SECRET

WORD
GAME



2015

CGE
Czech Games Edition

A promotional image for the video game Silent Hill Downpour. It features a close-up of a man's face and shoulders, looking slightly to the right. The background is dark and rainy, with water splashing and streaks of light. The title 'SILENT HILL' is written in large, bold, black letters with a white outline, and 'DOWNPOUR' is written below it in smaller, white, serif letters. The overall atmosphere is dark and mysterious.

SILENT HILL

DOWNPOUR

2012 – firma GamaJun Games

The image is a vibrant, cartoon-style illustration of a dirt track race from the game 'Angry Birds Go!'. In the center, the title 'ANGRY BIRDS GO!' is written in a stylized font, with 'ANGRY BIRDS' in white with black outlines and 'GO!' in large, bright green letters with a black outline. The scene is set on a dirt track with a wooden structure on the left and colorful, rocky hills in the background. In the foreground, a red Angry Bird is driving a grey and red off-road vehicle, looking forward with a determined expression. To its left, a yellow Angry Bird is driving a yellow and red vehicle, smiling broadly. In the background, a purple pig character is driving a purple vehicle, and a blue pig character is driving a purple vehicle. A blue bird is flying in the sky, and another blue bird is driving a red and purple vehicle. The overall atmosphere is energetic and fun.

2015 – firma GamaJun Games

INFRASTRUKTUR A

Bohemia Interactive – Day Z

Day Z

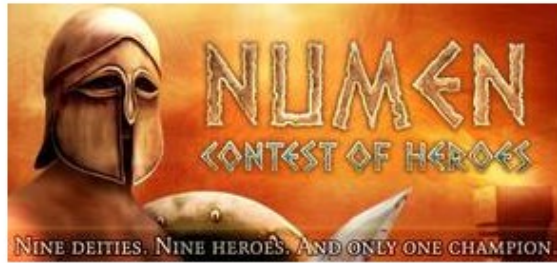
- Release date: Dec 16, 2013
- Price: \$29.74 (discount 15%)
- Owners: 3,691,123 ± 44,069

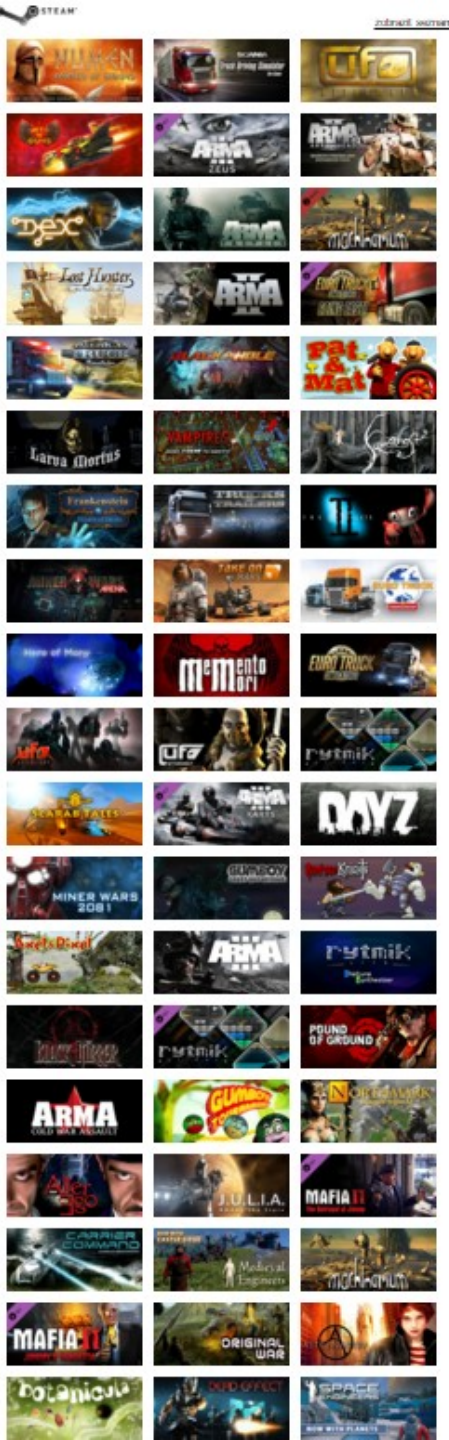
- Early Access!

developedinczech.com

„Databáze aktuálně obsahuje 929 her od 222
vývojářů.“

Pro celou ČR – historicky.





brněnská infrastruktura

- **Vývojářská studia**
 - pracovní příležitosti
 - zkušený lidský kapitál – 3D, animace, VR, motion capture, 3D scan, AI, optimalizace
- **Univerzitní vrstva:** FIMU, FFMU, FSSMU, VUT, FAVU, MUGS
 - předměty
 - studenti, absolventi
 - spolupráce s vývojáři
- **Srazy vývojářů – GameDevArea Meetup**
 - sdílení zkušeností
 - sdílení pracovních příležitostí
 - formování nových projektů
- **Konference**
 - GameDevAccess 2016 – mezinárodní, oborová

KDY	KDO	CO	LINK
prosinec 2015	2K Czech	LIGHTING ARTIST	http://www.2kczech.com/about2kczech/jobs.html
	2K Czech	3D ENVIRONMENT ARTIST	http://www.2kczech.com/about2kczech/jobs.html
	2K Czech	TECHNICAL ARTIST	http://www.2kczech.com/about2kczech/jobs.html
	Madfinger	GAME WRITER/DESIGNER	http://www.madfingergames.com/company/jobs
	Madfinger	JUNIOR GAME PROGRAMMER	http://www.madfingergames.com/company/jobs
	Madfinger	SENIOR GAME PROGRAMMER	http://www.madfingergames.com/company/jobs
	Madfinger	JUNIOR TESTER	http://www.madfingergames.com/company/jobs
	Madfinger	UI/UX GRAPHIC ARTIST/DESIGNER	http://www.madfingergames.com/company/jobs
	Madfinger	PLATFORM PROGRAMMER	http://www.madfingergames.com/company/jobs
	Madfinger	ENVIRONMENT ARTIST	http://www.madfingergames.com/company/jobs
	Madfinger	GRAPHIC ARTIST/DESIGNER - MARKETING	http://www.madfingergames.com/company/jobs
	Madfinger	LEVEL SCRIPTER/DESIGNER	http://www.madfingergames.com/company/jobs
	Madfinger	JUNIOR LOCALIZATION QA TESTER	http://www.madfingergames.com/company/jobs
	Madfinger	GAME BACKEND PROGRAMMER	http://www.madfingergames.com/company/jobs
	Madfinger	3D ANIMATOR	http://www.madfingergames.com/company/jobs
leden 2016	Bohemia Interactive	Game programmer	https://www.bistudio.com/company/careers
	Bohemia Interactive	Character Artist	https://www.bistudio.com/company/careers
	Bohemia Interactive	Environment Artist	https://www.bistudio.com/company/careers
	Bohemia Interactive	Level Designer	https://www.bistudio.com/company/careers
	Bohemia Interactive	Senior Animator	https://www.bistudio.com/company/careers
	Bohemia Interactive	Senior Designer	https://www.bistudio.com/company/careers
	GamaJun Games	3D/2D artist	http://www.gamajun-games.com/career.html
	GamaJun Games	Programmer	http://www.gamajun-games.com/career.html
	GamaJun Games	Animators	http://www.gamajun-games.com/career.html
	Fineway Studios	Junior PR & Event manager	http://www.finewaystudios.com/join-us/
Fineway Studios	Unreal programmer	http://www.finewaystudios.com/join-us/	
Fineway Studios	Unity programmer	http://www.finewaystudios.com/join-us/	
Fineway Studios	Web programmer	http://www.finewaystudios.com/join-us/	
Fineway Studios	2D Animator (external)	http://www.finewaystudios.com/join-us/	
leden 2016	2K Czech	GRAPHICS PROGRAMMER	http://www.2kczech.com/about2kczech/jobs.html
	2K Czech	ANIMATOR	http://www.2kczech.com/about2kczech/jobs.html
	Bohemia Interactive	Associate producer	https://www.bistudio.com/company/careers

BUDOUCNOST

další kroky

- **užší propojení infrastruktury mimo město** (České hry z.s., GDS konference, Třeboň Festival)
- **synchronní výuka** (UK, ČVUT, Plzeň, Jihlava, Olomouc)
- **rozvoj srazů GameDevArea Meetup**
- **rozvoj konference GameDev Access**
- **projekt GameDevUni** (studentská soutěž, stipendia, napojení na zahraniční asociace – IGDA, DiGRA)
- **mezioborové studium herní tvorby** (FI+FF MU) – akreditace / centrum
- **mapování infrastruktury**, ekonomických **ukazatelů** a pohybu **zaměstnanců**
- **podpora nových malých týmů**
- **podpora gramotnosti** herních firem v oblasti **vyhledávání investic** / grantů

Brno / JIC / Zahraničí ?

děkuji