Video Game Console Design

Cynthia Gaub
Middle School “Modified T.A.B. Choice” Instructor
North Middle School
Everett, Washington

www.artechtivity.com
Kylen Fountain designed a unit where students worked in teams to create the next generation Video Game Console.

I added additional programs to the options and kids designed in SketchUp and other programs.
National and State Standards

**National Standard VA:Cr1.2.8**
Collaboratively shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.

**WASHINGTON STATE GLE: 4.5.1**
Analyzes and applies understanding of how the knowledge, skills, and work habits of visual arts are needed and used in the world of work, including careers in visual arts. *(Exploring Design as a Career)*
Day One: Review Task and related Vocabulary

Day Two: Review Team Jobs and Component Requirements

Day Three: Team Planning and Drawing Work time.

Day 4-7: Computer Lab work time. Review of programs and how to use them for the tasks

Day 8: Presentations
Next Generation Video Game Console Design

How does it all come together?

http://youtu.be/FIkGZ1-1jSI
Design is everywhere and in everything.
A **console** is the **HARDWARE** that is used to **run and control** the programs for the games.

The **Controller** is another piece of hardware that the **gamer uses to control** the program.
A **logo** is the a **symbol** or other **design** adopted by a company or organization to **identify its products**, for **advertising purposes**.
5 KEY FACTORS OF AN EFFECTIVE DESIGN

- Simple
- Memorable
- Timeless
- Versatile
- Appropriate
Within each team, each artist will be assigned to a specific component.

Console Design:
Controller and Accessories Design:
Game Case Cover Design:
Console Name/Logo and the advertisement:
Things to consider for the **Console Operation:**

- **What buttons will it have?** On, off?
- **How will they operate?** What kinds of cords or attachments, batteries or...?
- **What type of game format?** Disk, Simcard, online downloads?
Console Types:

- Portable
- Wearable
- Or stay at home all in one type console
  (can it also go online, play DVDs? Etc)
Things to consider for **Controllers and Accessories:**

- **What shape are they?** Wand, hand held, wearable?
- **What buttons will it have?** Up, down, forward?
- **How will they operate?** Swivel, toggle, pressure, eye sight, movement?
- **What do they look like?** Raised, colored, round?
- **How will they communicate the purpose?** Symbols, letters, words?
Things to consider for the **Game Cover Art:**

**Front:**
- Main Game logo and image
- Game name and Font styles *(EX: Zelda)*
- Which brand of Console to play it on *(EX: Wii)*
- Rating *(EX: T for teen)*
- Game company name *(EX: Nintendo)*

**Back:**
- Game Slogan
- Game play scenes
- Game play features
- Other credits for designers
- Bar code
- Website!!!
- Copyright information and infringement warnings

**Spine**
- Game Name
- Company name/logo
Advertisement

- Picture of the console
- Company name and logo
- List of features of the console
- Types of games you can buy
- Accessories and other reasons why this console is the best!
Console Units

Student Examples
Console: SketchUP
Console:
Colored Pencil
Console: SketchUP
Console: SketchUP
Controllers/ Accessories

Student Examples

Accessories: MS Paint
Controller: Markers
Controller: TinkerCad
Controller: TinkerCad
### Accessories: Pencils

<table>
<thead>
<tr>
<th>Color</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red</td>
<td>1</td>
</tr>
<tr>
<td>Black</td>
<td>11</td>
</tr>
<tr>
<td>Orange</td>
<td>12</td>
</tr>
<tr>
<td>Gray</td>
<td>13</td>
</tr>
<tr>
<td>Yellow</td>
<td>14</td>
</tr>
<tr>
<td>White</td>
<td>15</td>
</tr>
<tr>
<td>Green</td>
<td>16</td>
</tr>
<tr>
<td>Brown</td>
<td>17</td>
</tr>
<tr>
<td>Blue</td>
<td>18</td>
</tr>
<tr>
<td>Girly</td>
<td>19</td>
</tr>
<tr>
<td>Black Gothic</td>
<td>20</td>
</tr>
<tr>
<td>Purple</td>
<td>21</td>
</tr>
<tr>
<td>Rainbow</td>
<td>22</td>
</tr>
<tr>
<td>Sparkle</td>
<td>23</td>
</tr>
<tr>
<td>Stary Night</td>
<td>24</td>
</tr>
<tr>
<td>Heart</td>
<td>25</td>
</tr>
</tbody>
</table>

- And newly added: your disguise.
Game Design

Student Examples

Game Cover: MS Paint
Game Cover:
MS Paint
The Assasain

Game Cover:
Pencils/ Markers
Advertisements / Logos

Student Examples

Logo:
MS Paint
The G-Machine

Desmond Bradley


Advertisement: MS Paint
swurl3000
THE BEST IN THE NORTHWEST

Advertisement: MS Paint
Advertisement: MS Paint
RainDrop
The Next Generation of Gaming

Advertisement: MS Paint
Advertisement: MS Paint
About Me

Education:
- BA~ The Evergreen State College
- MiT~ City University

Awards:
- WAEA Middle School Teacher of the Year 2009
- PTA Teacher of the Year 2014

Leadership:
- Presentations at National and State Conferences since 2006
- District technology instructor and peer mentor 2005-2010
- WAEA~ Awards Chair, Magazine Editor and President Elect
- District PLC Team Leader
Built in 1981, North Middle School sits where one of the city’s first schools was originally built. It is located in downtown Everett, one of the oldest cities in Western Washington, 25 miles North of Seattle. This Urban school is situated in an area of high poverty, homelessness and concentrated areas of new immigrants. Over 18 different Home Languages are spoken by students in our schools, English and Spanish are the 2 most common.
<table>
<thead>
<tr>
<th>Student Population Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>ELL</td>
<td>13%</td>
</tr>
<tr>
<td>SPED</td>
<td>19%</td>
</tr>
<tr>
<td>Free/Reduced Lunch</td>
<td>68%</td>
</tr>
</tbody>
</table>

- Asian Indian
- Native American Indian
- Pacific Islander
- Asian
- African American
- White (including Ukrainian)
About My Classes

**Time:**
- Daily, 45-55 minutes depending on the schedule
- Semester or Year-long sometimes depending on the period.

**Curriculum:**
- “Teaching for Artistic Behavior” Modified Choice program with exploring media units and themed art units using the medium of their choices.