**Advanced Digital Design – Critical Analysis 1**

In the long history of art criticism, informed feedback from scholars has been a useful tool for assessing and reacting to contemporary art.

3D modeling is one of the most rapidly expanding and profoundly current forms of art in the 21st century. It has been a radical addition to the design world, revolutionizing commercial art in the fields of architecture, animation, film, game design, fashion, accessory design, and so many more.

In game design, as with all fields of design, an artist’s choices entirely shape the final product. Your assignment for this project is to analyze and criticize a 3D modeled game to see if the choices made in its creation were successful as an artist and a consumer.

**Requirements:**

* Play a video game (which employs 3D modeling) and write a critical analysis of that game’s design features.
* Make sure you clear your game with Ms. Schnurr. Please note: there is no need to buy a game. There are many free mobile and online games that are perfectly acceptable for this assignment.
* This is a formal paper. It should be about 2-3 pages long.
* At the end of the paper, include 3-5 images from the game. It can be a screen shot, an image from the internet, or a photo that you take. Make sure it’s easy to understand/see!!!
* Be decisive in your opinions. Support what you think with examples from the game. Comparisons to other games or works of art are fine.
* *This is not exclusively a game review.* You should consider this game for its artistic merits, the experience of it as a completed work, its function, and what you think of it as a designer. While user experience does come into play, it is not the main focus and should not take up more than half of your paper. “Liking” the game is not entirely the point of your paper, though it might make the process more enjoyable.

**Phrases and ideas to include or consider:**

Design/design choice environment player experience form

Interface low-poly/high-resolution space movement

Spatial understanding elements and principles of art

**Grading Breakdown:**

* 95 points – Description, formal analysis, analysis of game creation and orientation, and contextual relation to course content/art history (detailed below)
* 5 points - Screen shots/ images from the game

**Sample outline of paper structure:**

1. **Introduction - This paragraph should introduce the game to the reader, as though the reader has never played it before.**
   1. What is the name of your game? What platform is it played on? (Is it a mobile game, computer game, or played on a game system? If so, which?)
   2. Who produces the game? Was it large budget/small budget? (Is it a free game? Is it expensive? Is it worth it?)
   3. Can you find out what program was used in designing/creating it? (If not, address that later)
   4. In one sentence, describe the point of the game- (Is it a quest? Are you building/creating things? Is it a racing game?)
   5. In one sentence, describe the graphics/features
   6. Does the design of the game help or hurt playing it?
2. **Formal analysis- This paragraph should describe the visual design of the game.**
   1. This paragraph should answer the question – what does it look like?
      1. Consider: form, color, shape, line, mass, SPACE, texture 🡪 HOW does the game incorporate these elements?
      2. Consider your elements and principles of art. Is there anything you want to add here?
      3. How does the idea of composition work in “3-dimensional” “space” ?
3. **Game Organization and Creation – This paragraph should answer the following questions:**
   1. How is the game structured?
      1. Are there levels? Can you move freely through the game or do you have to travel on a set track? Does the perspective change? Do you have a map?
   2. Do you play a character? (Can you see this character, or is it first person perspective?)
      * 1. How do you control the character?
        2. What does the character look like?
   3. How would you model this character/environment? Are there works of art in it (architecture, sculpture, furniture, etc.) ?🡪 This is where you would include whether or not you know the program used to design it. Sometimes that information can be difficult to find. If you don’t know, speculation is perfectly acceptable!

🡪 You might also consider: would this be difficult to create? Would it require a large team of people?

1. **Analysis + Conclusion**
   1. How do the design choices in this game affect the way you play it?
   2. Does the design of this game support game play?
   3. Does the design of this game make you want to play it?
   4. Was it easy to play or hard to play?
   5. Opinion: does this count as art?
      1. How does this compare to other forms of art (read: non-digital?)
      2. Should digital art be considered Art, in the canon of Art History?
      3. Can you connect this game to anything in art history?
      4. THERE IS NO WRONG ANSWER HERE. You will not lose points for the answer “No, Renaissance painting is what the standard of art should be.”

**If you do not already have a game in mind, here are some to consider:**

Assassin’s Creed Skyrim Halo Dishonored

Mario Kart/ Party Super Smash Brothers / Melee

Grand Theft Auto Fallout Diablo Starcraft

Civilization Minecraft Batman: Arkham Asylum

Up World of Warcraft FIFA Madden

Smashy Road (mobile, free)

The Walking Dead, No Man’s Land (mobile, free)

Sonic Dash 2: Sonic Boom (mobile, free)

Temple Run (mobile, free)

Deer Hunter 2016 (mobile, free)

The Game of Life (mobile)

Truck Simulator Pro (mobile)