GAME CREATORS' ODYSSEY

KnowledgeOne
Game Creators' Odyssey
Ubisoft's recipe for creating video games

SUBMISSION SUMMARY

The Game Creators' Odyssey is an online training program that focuses on Ubisoft's recipe for creating video games.

The program was offered initially as a series of live workshops, internally, at different Ubisoft offices throughout the world, by Olivier Palmieri, Game Director at Ubisoft Montreal and also the official trainer of the Rational Design Methods in the company. Expert in Gameplay and Virtual Reality, he provided training programs in game & level design methods for more than 600 Ubisoft designers already in position.

The collaboration between Ubisoft and KnowledgeOne had originally as main objective the transfer of this body of knowledge to an online format, offering an easy way to create a common game design language for Ubisoft's employees.

The successful pilot launch of the program in the company opened the door to more opportunities to share it to a larger audience. As such, the program is offered currently through different worldwide academic partners that have integrated it in their curriculum.

Program structure

The developed program is split into 2 acts. The first one, Rational Game Design, explores the ways games are made, from player skills to game mechanics and atomic parameters, as well as their signs and feedback. The primary objective is to make learners understand how innovative mechanics are created, by analyzing and rationalizing different game structures.

The second act, called Rational Level Design, dives into ways of creating immersive game worlds and providing players with enjoyable game experiences. The main objective is to help students understand the creation of games that ensure variety, player's constant motivation and great flow. These will be achieved through multiple design practices and prototyping activities.

The acts are divided into chapters and missions, each one with their distinct challenges. Completing these will give students experience points, allowing them to unlock exclusive content (expert videos and mini-games) and level-up in the Leaderboard. At the same time, progressing through the course will reveal different parts of a fantasy story, which will set up the stage for the whole course universe. As a final activity, learners have to submit their own game concept, each submission being reviewed by their peers.

Each act has a duration of 45 hours, including all assignments, activities and the final exam. Learners can complete each course at their own pace.

Program Features

GAMIFICATION AND GATED PROGRESSION

The two acts of the program follow a gated progression, with each chapter being unlocked only after the previous has been successfully completed. The same principle applies to the acts themselves, the second act being accessible pending completion of the first one.

Throughout the program, students have the opportunity to gain **Experience Points (XP***)* by successfully completing each Chapter and Mission (Trials and Final Challenges). Their XP allows them to gain **Keys** which in turn unlock extra content – **Minigames** and **Expert Videos** (a series of interviews with Ubisoft professionals). These are accessible only after the user accumulates the necessary number of Keys. Through the minigames learners can gain Bonus XP. Although the minigames have an entertaining value in themselves, their main goal is for learners to practice and interact with different settings and understand the game design principles behind them, all the games having adjustable configurations.

More XP can be gained based on the votes learners received in their "Make Your Own Game" submission.

Based on the accumulated XP learners progress in the **Leaderboard**, with the best learners being encouraged to support and provide guidance to other students.

The final certificate is issued based on reaching a mandatory number of XP, this ensuring that learners have successfully completed all the learning modules, passed the final exam, and submitted their game concept.

SOCIAL COMPONENTS / COLLABORATION

The learners can interact among themselves through a **Chat** feature. Since the course is offered through multiple institutions, this feature is accessible in a secured, dedicated space for each of them, with users interacting only with their peers from the same institution.

A **Q2A platform** is also available for learners, where they can submit different questions related to game design and the gaming industry processes in general. The best answers can be upvoted, users being able to signal their approval or support for a post. Upvotes move a post towards the top of the site, and they are a way to measure how many people agree with the content.

Each chapter includes a series of questions addressing **misconceptions** about game design, users being prompted to submit their opinions. Their answers are automatically counted and included in an average, offering a social gage of different misunderstood subjects automatically.

All users are required to upload their own game concept through a **Media sharing** feature. Their game concept will be afterwards analyzed, discussed and voted. Users can edit their game concept as many times as they want until the deadline.

NEWS

Users can also access through the main page a series of articles and resources which the Subject Matter Expert deemed essential for better understanding game design. These articles/resources are refreshed regularly through an RSS feed.

ASSESSMENTS

Throughout the course, users have multiple opportunities to asses the accumulated knowledge. In the same time, the passing of a **Final Exam** (60% minimum passing grade) is a condition for issuing a Certificate of Completion.

STORY PROGRESSION

As users progress through the course, they will discover an **epic story**. Although completely fictional, the story's progression and content are linked to the concepts and elements learned in each chapter (either through specific keywords or the chapter objectives themselves).

The first Act of the program takes place in a fictional setting based on Ubisoft's For Honor game franchise. For Honor is an action fighting game, set in a medieval fantasy world shared by three factions: Knights, Vikings and Samurais.

The second act of the Game Creators' Odyssey program takes place in a fictional setting based on Ubisoft's Watch Dogs game franchise.

LEARNER SUPPORT

A "Need Support?" button is easily accessible for each user, linking them with their institutions for any questions related to the program.

A "Help" button provides students with a navigation overlay, allowing them to familiarize themselves with the course portal easily. Moreover, an introductory section in the learning modules explains their navigation elements and requirements for course progression.

UX DESIGN & GRAPHICS

The program has been reviewed by Ubisoft's UX experts, and the visual design takes advantage of Ubisoft's assets from the For Honor and Watch Dogs game franchises, offering students an immersive experience in each specific game universe.

Transcripts, narration, videos and animation segments are intertwined in the portal with a specific goal to motivate and engage learners.

RESSOURCES

On top of the learning material included in the Chapters and Missions, users have access to extra materials in the form of:

- Glossary of terms
- Template documents
- Course Documents
- List of sources used in the program

ENGAGEMENT

All the learning materials focus on creating in learners an active engagement. From multiple features allowing communication inside the course portal to personalized home page or practice opportunities, users are encouraged to engage with the course portal in varied ways.

TRANSFER OF KNOWLEDGE / APPLICATION IN REAL LIFE

All the knowledge shared in our training program is based on the expertise Ubisoft has accumulated over the past 30 years and internal training for their developers around the world. The learning components have a direct application in game design and the game industry in general. Moreover, learners have the opportunity to create their own game concept, share it with their peers, and discuss opportunities to refine it.

Program Demo

To access the program demo, please visit: https://training.gamecreatorodyssey.com

Username: i4plawards

Password: h!#8%@Qz

Note: Due to confidentiality restrictions and since the demo accounts are not actively monitored, the Chat, Q2A platform and Media Sharing feature are disabled.

For review considerations, the access is granted **only to the first act** (The access to the second act is condition upon completion of the first one. As the demo account does not include all functionality, users will be unable to accumulate the mandatory XP points to finish the first act and unlock the second).

Please note that since multiple users might use the same account, certain missions (lectures) and challenges will be marked as complete. To test them, please click on the "retake the quiz" or "replay mission" button, once prompted.