

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Game Design					
TSC Title	Gameplay Design					
TSC Description	Design and balance rules of the game, including core game mechanics, game economy, rewards and progression, in order to create an engaging user experience					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		MED-GDP-2004-1.1	MED-GDP-3004-1.1	MED-GDP-4004-1.1	MED-GDP-5004-1.1	
		Research ideas for gameplay design and design simple game mechanics to support gameplay design	Design core game mechanics, gameplay sequences and other elements of gameplay to aid game development	Define overarching framework of rules and guidelines to lead gameplay designs and communicate gameplay design to the programming team to guide game development	Define the gameplay strategy and refine gameplay to align game vision and practical considerations like technical implementation, programming constraints and production efficiency	
Knowledge		<ul style="list-style-type: none"> • Elements of gameplay • Impact and significance of gameplay elements on gameplay and user experience • Research techniques and methods • Gameplay design principles and concepts • Game design documentation techniques and established conventions for managing documentation 	<ul style="list-style-type: none"> • Principles and concepts of design and balancing of game mechanics • Principles and concepts of virtual and game economy • Impact of technical parameters of the target platform on gameplay elements • Current technologies, platforms, online services, tools and approaches, along with use cases and benefits • Playtesting methods and techniques 	<ul style="list-style-type: none"> • Game balance theories and concepts • Interrelations between content, design and technology • Interaction of various aspects and attributes of the game economy and impact on the user experience • Opportunities that exist to re-use or adapt existing designs and structures or learn from comparable existing products • Technical implications of selecting specific gameplay design approaches and elements • Principles, objectives and methods of prototyping and play testing 	<ul style="list-style-type: none"> • Trends in the gaming industry and community • Techniques for identifying or eliciting user needs, preferences and expectations • The overall purpose of the game and target user segments • Principles of user experience, user research and user-centric design • Application of user testing or other data analysis to inform design decisions • Project parameters and constraints including target platforms and their capabilities 	
Abilities		<ul style="list-style-type: none"> • Research ideas for gameplay elements and sequences 	<ul style="list-style-type: none"> • Generate a range of ideas and approaches for gameplay design 	<ul style="list-style-type: none"> • Analyse vision and concept of the game to translate into an 	<ul style="list-style-type: none"> • Drive research on user preferences in gameplay, gameplay 	

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		<ul style="list-style-type: none"> • Present research findings to the design team during ideation sessions for gameplay design • Design simple game mechanics • Create sketches, storyboards and screen mock-ups to illustrate gameplay design ideas • Create and maintain gameplay design documentation in alignment with established guidelines and conventions 	<ul style="list-style-type: none"> • Ideate on core game mechanics and prototypes to refine ideas iteratively • Detail gameplay designs using text, drawings, wire-frames, storyboards, maps and diagrams • Devise end-user features including navigational or functional devices • Detail the game economy by defining resources, currency, exchange values, rewards and transactions • Determine and detail the methods of user control and interaction for game mechanics • Implement gameplay design in the game 	<p>overarching framework for gameplay design</p> <ul style="list-style-type: none"> • Define overall gameplay objectives and the broad actions necessary to achieve them • Design broad gameplay rules allowing users to make decisions that will affect their overall gameplay • Develop design plans, drawings and storyboards to define and align gameplay sequences • Refine game economy after comprehensive situational testing to ensure the game economic system is stable and serves the purpose for the gameplay as intended • Integrate gameplay elements into the overall gameplay design and present to the creative leadership for review • Liaise with visual graphics team to convey gameplay design vision and aid game development 	<p>ideas and concepts to create the desired impact as per the games' vision</p> <ul style="list-style-type: none"> • Define the gameplay strategy to guide gameplay design • Communicate the vision of the game to the design team • Communicate the expectations and requirements of the game's target users to the design team • Define guidelines for gameplay to make optimal use of the target platforms and available technologies for the intended purpose of the game • Communicate budget, technical and resource constraints to the design team • Review gameplay designs to advise on refinements based on creative, technical or commercial factors • Devise appropriate naming, coding or mapping conventions for documenting the gameplay designs 	
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