Unveiling Game Designers' Designing Practices: Five-Essential-Steps Model

Authors : Mifrah Ahmad

Abstract : Game designing processes vary with the intentions of the game. Digital games have versatile starting and finishing processes and these have been reported throughout the literature over decades. However, the need to understand how game designers' practice in designing games is approached in the industry and how do they approach designing games is yet to be informed and whether they consider existing models or frameworks in their practice to assist their designing process of games. Therefore, this paper discusses 17 game designers' participants' perspectives on how they approach designing games and how their experience of designing various games influences their practice. This research is conducted in an Australian context, through a phenomenology approach, where semi-structured interviews were designed and grounded by theory of experience by John Dewey. The audio data collected was analyzed using NVivo and interpreted using the interpretivism paradigm to contextualize the essence of game designers' experiences in their practice and unfold their designing, developing, and iterative methodologies. As a result, a generic game-designing model is proposed that illuminates a sequence of steps that enables game designers' initiatives toward a successful game design process. A 'Five-Essential-Steps' model (5ESM) for designing digital games may potentially assist early career game designers, gaming researchers as well as academics pursuing the designing process of games, educational games, or serious games.