

## 5<sup>th</sup> Year DCG Design Project (Christmas Exam 2015)

There have been many changes to handheld electronic games controllers over the last thirty years. These developments consist of changes to shape and form as well as the addition of new features. Such features include cordless technology, integral speakers, inbuilt screen and console, responsive vibration, etc.

- Develop and graphically communicate a new concept design for a handheld games controller based on a selected theme or inspiration. Your presentation portfolio should include a Moodboard, graphical illustration of possible solutions as well as a justification for your chosen solution including aesthetics, functionality and environmental sustainability.
- Your portfolio must also include a fully rendered freehand 3D sketch of your concept design.

### Guidelines

Think abstractly and creatively (don't just redesign existing controllers - create your own).

Don't worry about how it will work or function – focus purely on its design.

Select appropriate mediums of communication including but not limiting yourself to freehand drawing, concept sketching, mechanical drawing or use of any image or photo enhancing software.

Your portfolio must be in A3 format and must not exceed four sheets.

**Moodboard**

**Possible Solutions**

**Justification**

**3D Freehand  
Sketches**

## Sheet 1 - Moodboard

The Moodboard is a collection of images (and/or sketches) that explains your theme. So if you have chosen Batman as your theme, your Moodboard will be made up of images of Batman himself, his car, bike, helicopter, weapons and gadgets. Anything you can find that explains your theme. You then need to explain why you have chosen this as your theme using words (handwritten or typed). This is called your statement of intent. You will say 'I love the Batman movies. I love the design of his car. I like the dark colours that are associated with the films and feel that they convey his inner demons. For these reasons, I will design a games controller based on the imagery and gadgets seen in the Batman movies'

That's all there is to it. The Moodboard is simple. How you present it will take some thought and effort. Don't just throw images and words onto a sheet. Put some thought into layout and what you want to say. Watch your spelling. Choose a background image that compliments your theme. The James Bond Moodboard below is the best I have seen since I started teaching this subject. Can you make a better one??

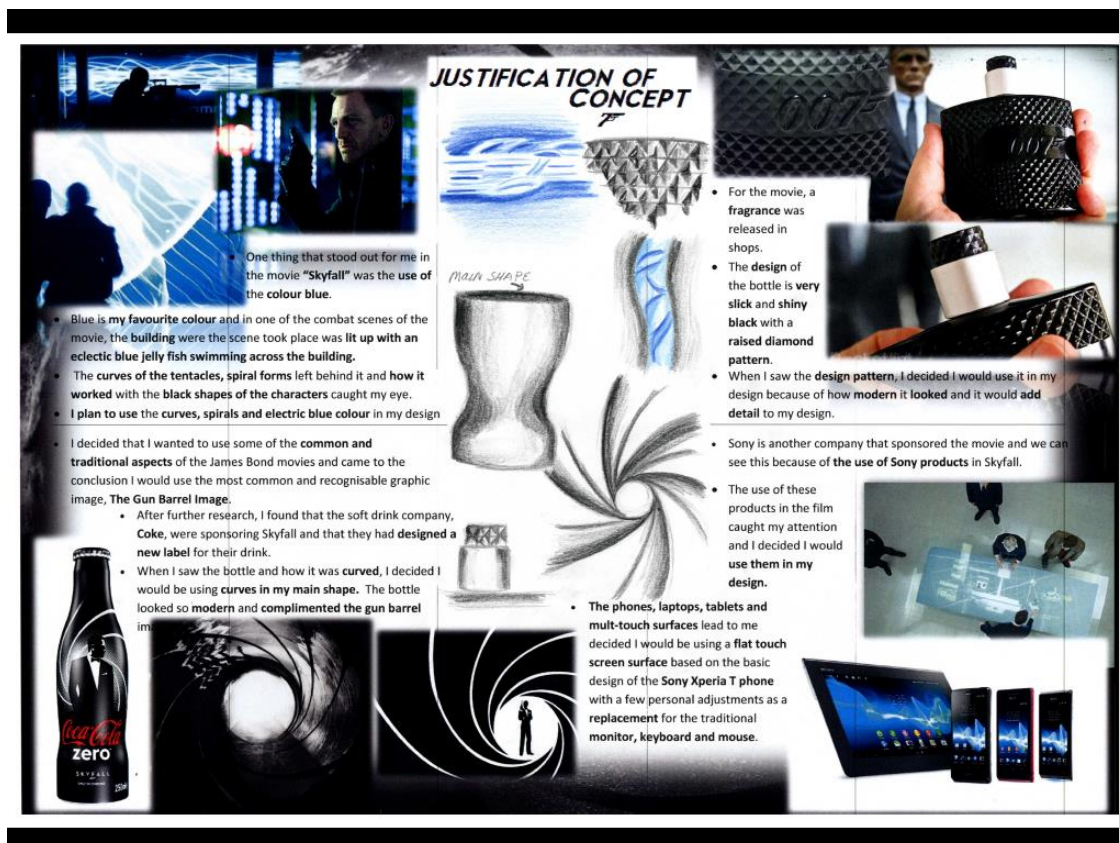


## Sheet 2 - Exploration of Possible Designs

This sheet is the only one I don't have an example for because this is the first year that I will get my class to include it. What I want you to do on this sheet is to sketch, shade and colour three possible designs that you can derive from your theme. Again, if we take the example of Batman, you might develop a design based on his suit, another design based on his car and a third design based on everything you can think of to do with Batman. Each design should have written notes beside it explaining your thought process and why you like the design. You should also write a note as to why you think that two of these designs wouldn't be suitable. The third one is the one you will discuss in more detail on the justification sheet. You can include a background image on this sheet as well but the focus should be on sketching and writing.

## Sheet 3 - Justification for Chosen Design

The justification sheet is where you will explain exactly why your chosen concept design is the way it is, where you got the inspiration from and why you think it is a good design. You will break the design down into its individual parts and explain why each part is designed the way it is, where you got the inspiration from and why you think it is a good design. This sheet will be a mixture of sketches, images and writing. The sheet below shows an example of a great justification sheet. Use it for inspiration but do not copy it.





## Sheet 4 - Freehand Sketch of Concept

Sheet 4 consists of one A3 sheet. Here you draw as many 3D views of your concept games controller as you can fit onto the sheet. All views must be freehand. All views must be shaded and/or coloured. Do not use rulers. Do not trace. Again, below I've given you an example of how to do it.

