

30

15

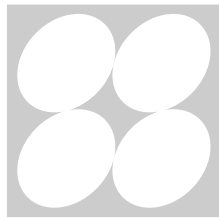
# Games Design London Show

## Round 2: Initial Designs

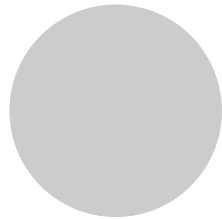
## Geometric Icon System

A system of geometric icons that represent each of the 13 games from the cohort of 2021 graduates. Each icon is unique and individual, but as a collection feels uniform. Promoting the show using all 13 icons together.

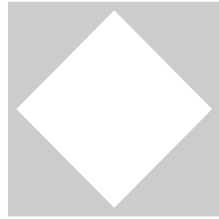
## Individual Icons



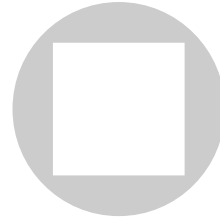
Cozy



Wholesome



Mystical



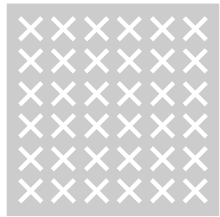
Anarchy



Parkour



Climb



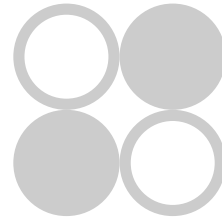
Magic



Curiosity



Betrayal



Duality



Food



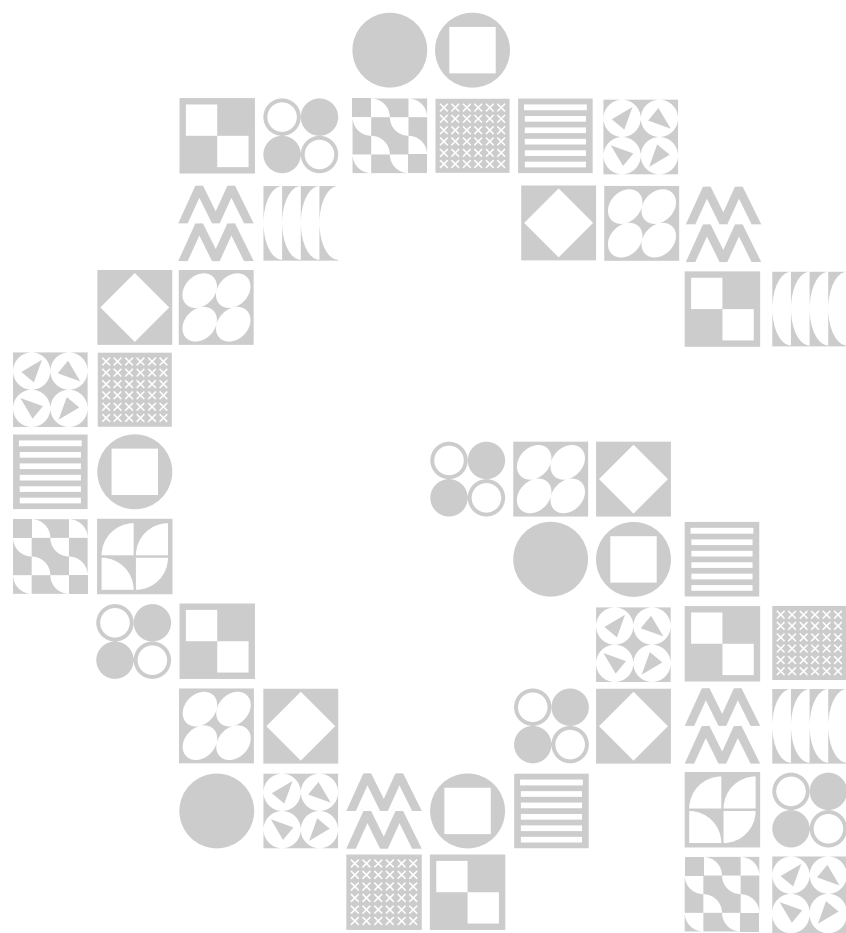
Futuristic

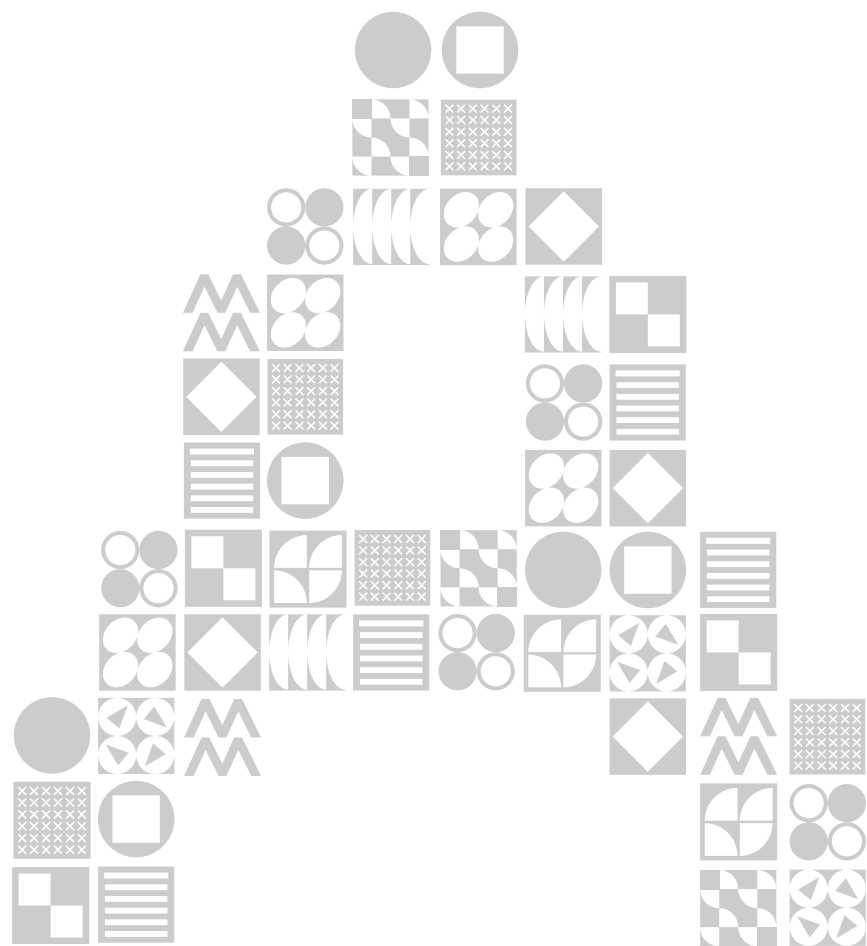


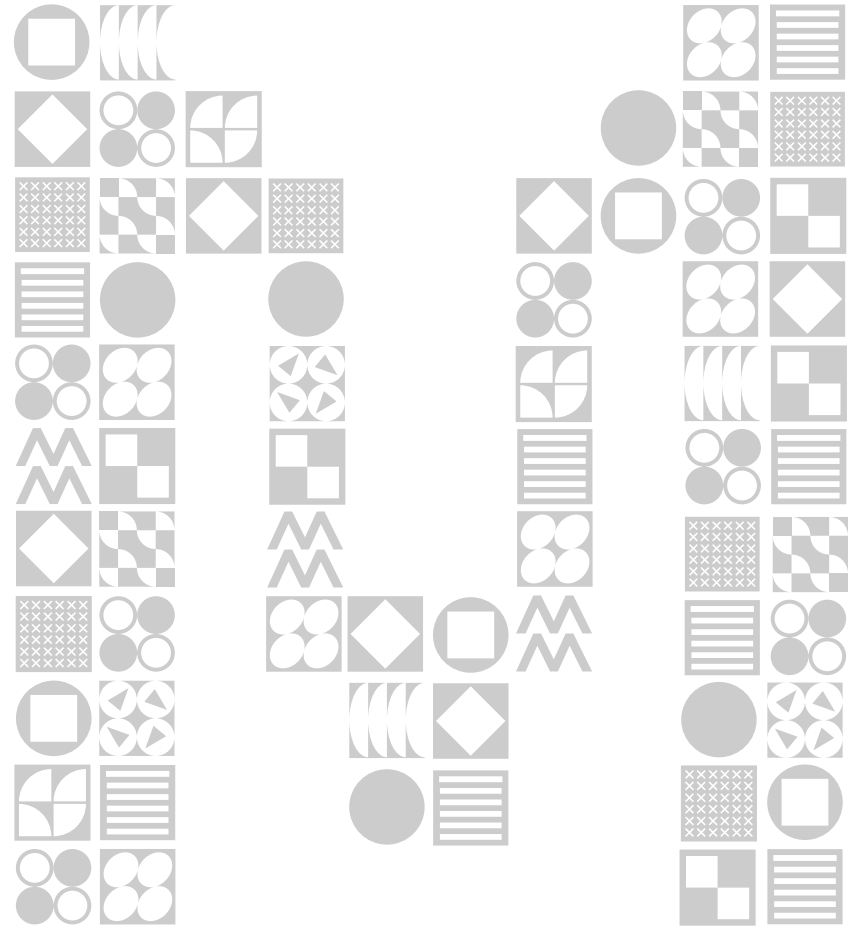
Rat

## Icons as letters. Ideas of growth together.

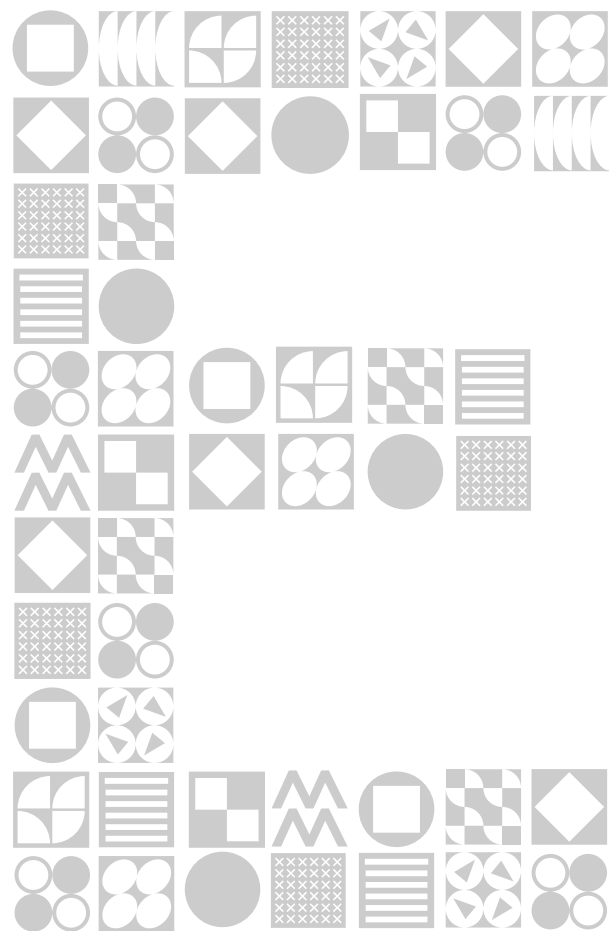
Using the cohort of 13 geometric icons to express the themes of growth and discovery. Visually communicating the idea of building from one another to construct a greater knowledge of your own practises throughout your journeys. The solution being to explore the idea of the shows title 'Games Design' being built from the 13 icons.

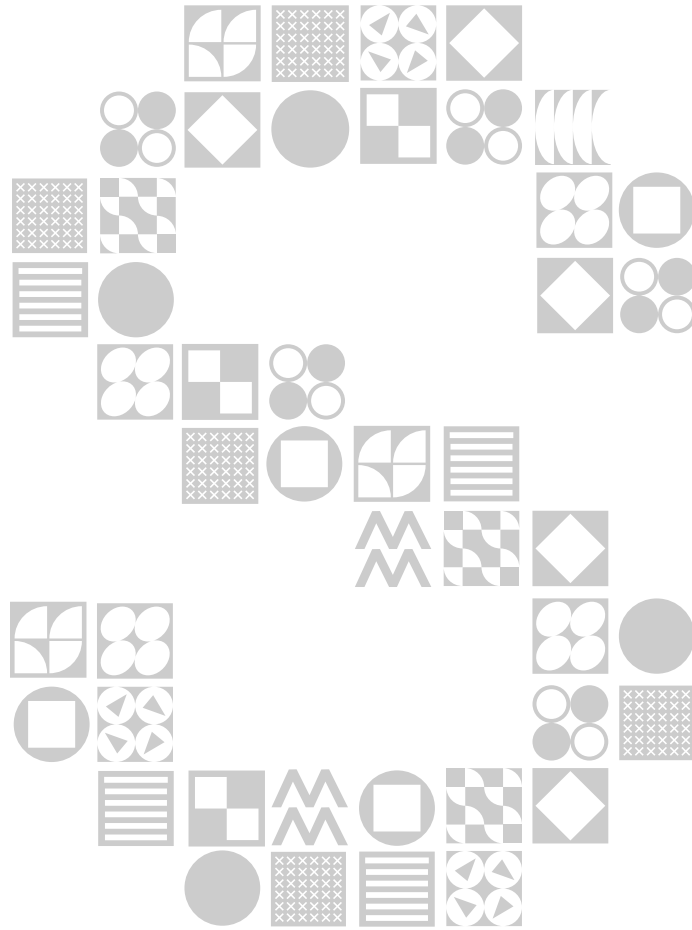


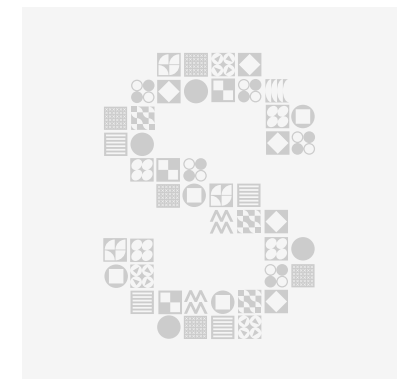
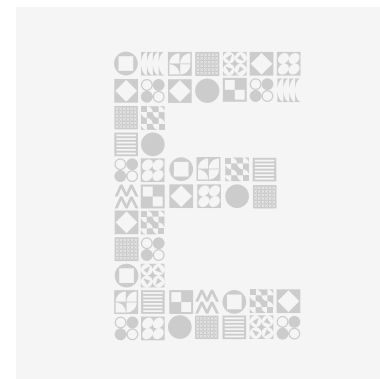
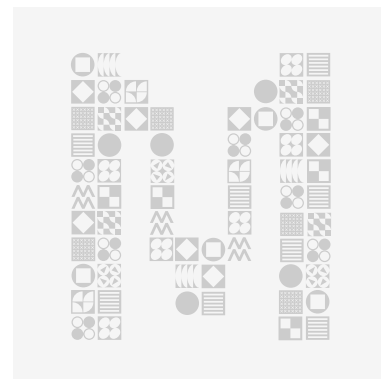
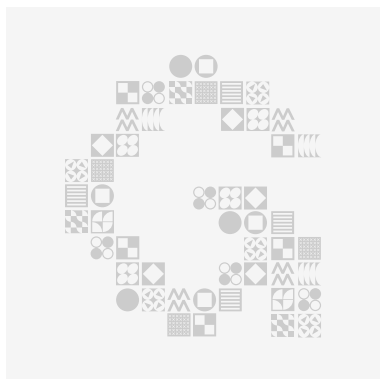
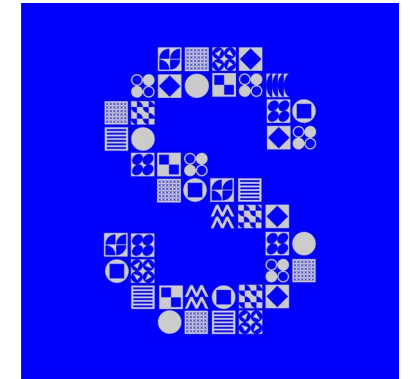
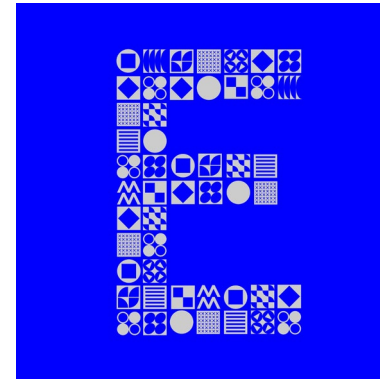
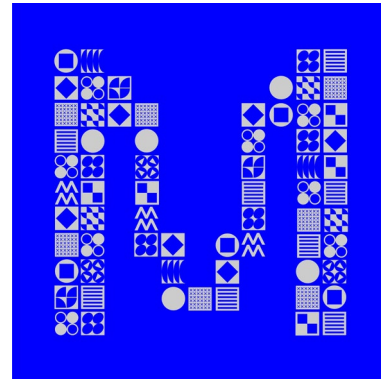
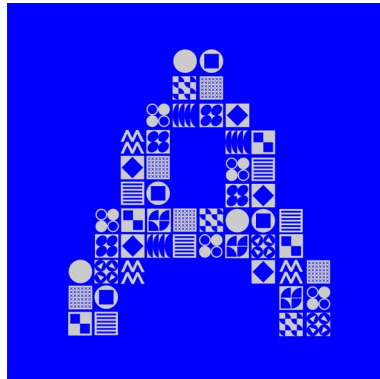
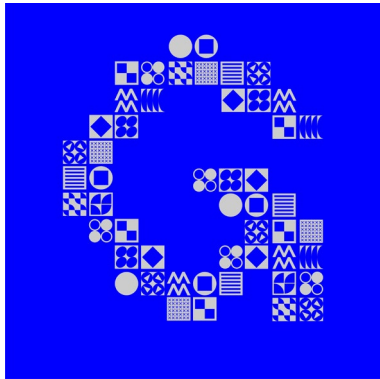












## Draft Exhibition Guides

