

Subject code: IFI7163	Subject name: Game Design		
Study load: 6 (EAP/ECTS)	Load of contact hours: 28+	Study semester: Autumn	Assessment: Exam
Objectives:	The players (students) achieve an overall understanding of game research and theory, design and implementation.		
Course outline:	<p>The course is designed as game. During this course players (students) will:</p> <ol style="list-style-type: none"> 1. Compete with opponents (quizzes, questions) 2. Complete quests (research, presentations) 3. Craft (documents, prototypes) <p>The ultimate quest is to defeat big boss (exam) with designing and selling the idea of a new game. Details about quests and fights are presented in the section of “Independent Work”.</p> <p>To achieve this goal players (students) are equipped with needed knowledge (principles of game play theory, game design and implementation).</p> <p>Topics covered:</p> <ol style="list-style-type: none"> 1. Game definition 1. Game elements and mechanics 2. Traditional games vs. computer games 3. Game classification 4. Game structure and components 5. Design process stages 6. Game design roles 7. Game idea and concept 8. Players and target group 9. Game worlds 10. Character design 11. Storytelling 12. UI 13. Gameplay 14. Core Mechanics and game balancing 15. Level Design 		
Learning Outcomes:	A basic understanding of the game field, serving as an introduction for extended game studies, or as a background allowing communication with experts of the game field.		
Assessment Methods:	Players (students) will earn XP’s (experience points) for every fight (questions or quiz), quest (presentation or research) and craft (produced artefact). Based on collected XP’s players reach to the higher level of the game. Score and leader board are presented during the game (course). None of the quests are mandatory but players can’t finish the game (course) without sufficient amount of XP’s. See		

	details in the “Grading” section. Players can earn XP’s also for active participation and solving additional missions (e.g. reading exercises, active question asking, etc.).			
Teacher(s):	Martin Sillaots			
Subject name in Estonian:	Digitaalsete mängude disain			
Prerequisite subject(s):	None			
Compulsory Literature:	Ernest Adams (2009) Fundamentals of game design			
Replacement Literature:	<p>Jim Thompson, Barnay Berbank-Green, Nic Cusworth (2007) The computer game design course: principles, practices and techniques for the aspiring game Designer.</p> <p>Jesse Schell (2008) The Art of Game Design: A book of lenses</p>			
Participation and Exam requirements:	None of the Crafts, Quests and Fights is mandatory but players can’t finish the game if they don’t earn enough Experience points (see the “Grading” section).			
Independent work:	<ol style="list-style-type: none"> 1) Avatar design - 2 XP for crafting, 1 XP for presentation (RND) 2) Analyze of existing videogame – 2 XP for crafting, 1 XP for RND presentation 3) Selecting game design roles - 1 XP 4) Proposing idea for new videogame – 2 XP for crafting, 2 XP for presentation, 2 XP for winners 5) Composing game concept in team – 2 XP for crafting, 1 XP for presentation (ALL) 6) Designing gameplay for the new game – 2 XP for crafting, 1 XP for presentation 7) Designing core mechanics of the game – 2 XP for crafting, 1 XP for presentation 8) Sketching game assets (story and dialogues, game world, characters and items) – 2 XP for crafting, 1 XP for presentation 9) Big Boss Fight – 4 XP for crafting, 4 XP for presentation 10) Team self evaluation (50%, 100%, 150%) 			
Grading criteria scale or the minimal level	XP	Level	Grade	
	0	0	F	

necessary for passing the subject:	1 - 2	1	F	
	3 - 4	2	F	
	5 - 7	3	F	
	8 - 10	4	F	
	11 - 14	5	F	
	15 - 18	6	E	
	19 - 23	7	D	
	24 - 28	8	C	
	29 - 34	9	B	
	35 - ...	10	A	
Information about the course:				
1) 4. Sept 2014 8:30 T-415	<p>Game definition Game elements Game mechanics, Game structure and components Traditional games vs. computer games Game classification Task: Avatar Crafting - Deadline 04.09 Task: Game Quest - Deadline 05.09</p>			
2) 5 Sept 2014 14:00 T-304	<p>Demonstration of favourite games Design process stages Game design roles Game idea and concept Players and target groups Task: Selecting roles – Deadline 05.09 Task: Game Idea Quest - Deadline 18.09</p>			
3) 18 Sept 2014 8:30 T-415	<p>Presenting game ideas, selecting best ideas and forming teams. Gameplay – challenges and actions Task: Crafting game concept and challenges – Deadline 19.09</p>			
4) 19 Sept 2014 10:00 N-406	IGDA Hacaton			
5) 20 Sept 2014 10:00 N-406	IGDA Hacaton			
6) 21 Sept 2014 10:00 N-406	IGDA Hacaton			
7) 2 Oct 2014 8:30 T-415	<p>Presenting game concepts and Hacaton feedback Core Mechanics Game Balancing Task: Craft game rules – Deadline 03.10</p>			
8) 3 Oct 2014 14:00 T-304	<p>Presentation of game rules Game worlds Character design Storytelling Task: Crafting game assets (backgrounds, characters, dialogues,</p>			

	sounds, ...) – Deadline 16.10
9) 16 Oct 2014 8:15 T-415	Presentation of game assets UI design Level Design Game design documents Task: Craft presentation for Big Boss
10) 17 Oct 2014 14:00 T-304	Big Boss Fight (Final Exam) Introducing the game idea to the game industry experts. “Selling” the game idea to the “investors”