

ADK1003 Game Design

Course code: ADK1003

ECTS credits: 10

Semester

Spring

Language

Engelsk og Norsk

Required prerequisites

No special requirements

Learning outcomes

Once the student has passed the course, he/she will have achieved the following learning outcomes:

Knowledge

The student

- has basic theoretical and practical knowledge and understanding of game design
- has knowledge of the tasks and work methods of a game designer on different game projects
- has knowledge of simple analytical tools and techniques for games
- has knowledge of basic shared characteristics and the differences between various types of games
- is acquainted with the history of the gaming industry
- has knowledge of how to find sources of inspiration and use them in his/her own work
- has knowledge of how to develop a cohesive design that culminates in a computer game
- has knowledge of using System Thinking in game design

- has knowledge of using project management in computer game production

Skills

The student

- is able to analyze simple games with regard to the relationship between mechanics and the experience
- is able to use different techniques to balance existing and new game designs
- is able to specify and operationalize a game design with a view to creating a specific game experience
- is able to develop an interactive project from idea to final implementation via an iterative process
- is able to discuss and explain core concepts such as game, game design, game mechanics and balancing
- is able to identify mechanics and game patterns in different types of games
- is able to create new game design ideas and document them well
- is able to work in an interdisciplinary team
- is able to write an analytical academic text
- has an understanding of different project management methods and processes
- is able to comply with the minimum requirements for development of a viable computer game
- is able to meet the milestones for first playable, alpha, beta and gold master
- is familiar with the history of computer games

General competence

The student

- is able to explain and justify choice of design with reference to the syllabus
- has a theoretical and cognitive basis for further analytical and creative work with interactive productions
- has theoretical and practical experience through analysis and testing of games, and design and re-design of new and existing games
- is able to carry out an iterative game design process from beginning to end, with a focus on prototyping, testing and documentation
- is able to develop different game design documents
- is able to find, evaluate and refer to sources of inspiration from games and the film industry
- is able to use source references in his/her own work
- is able to plan a computer game project in an interdisciplinary working group
- is able to give considered reasons for decisions made during the development process

- is able to use basic System Analysis in game design

Course content

Central topics:

- game design
- dramaturgical structures in computer games
- level design
- synergy effects between gameplay and story development
- analysis of computer games
- development of game design documents and finding sources of inspiration
- game testing
- project management
- historical development of computer games
- interdisciplinary product development
- System Thinking in game design

Teaching and working methods

The course is organized as a combination of lectures, practical exercises, self-study and supervision.

Coursework requirements

- 2-4 individual assignments
- attendance at lectures in accordance with the teaching plan
- attendance at laboratory teaching in accordance with the teaching plan

Passed coursework requirements are only valid for 12 months. Students who apply for retake of exams/folder assignments after 12 months will have to pass the coursework requirements again next time the course is taught.

Examination

- group assignment, 2–4 students, counts for 50% of the final grade
- 2 individual assignments, counts for 50% of the final grade

To pass the course, both examinations must be passed.

In the case of group examinations, all group members share responsibility for the full

content of the assignment/product/performance.

Alphabetical grades are used, on a scale from A to F, with E as the lowest passing grade.

Faculty

Faculty of Audiovisual Media and Creative Technologies