

<b>Subject code:</b> G.6(4)	<b>Subject name:</b> Game Design Basics		
<b>Study load:</b> 5 ECTS	<b>Load of contact hours:</b> 60	<b>Study semester:</b> Spring	<b>Assessment:</b> 5-points grade credit
<b>Objectives:</b>	The goal of this course is to teach the process of creating the shape and content of the gameplay, to teach the principles of game design, to develop the ability to create environment in computer games		
<b>Course outline:</b>	<p>Topics covered:</p> <ol style="list-style-type: none"> <li>1. Game Mechanics</li> <li>2. Prototyping</li> <li>3. Game Genres Specifics</li> <li>4. Level Design</li> <li>5. Players Psychology</li> <li>6. Balancing</li> <li>7. Digital Storytelling</li> <li>8. Playtesting</li> <li>9. Game Settings</li> <li>10. Game Theory</li> <li>11. UI/UX</li> <li>12. Management of game projects</li> </ol> <p>Contact lessons will be divided into two parts: lectures and (разработка параллельных вычислительных систем) workshops with individual (and team?) tasks.</p>		
<b>Learning Outcomes:</b>	By the end of the course students (in the terms of knowledge, skills, and attitudes) should be able to: <ol style="list-style-type: none"> <li>1 – organize work process of development team during the creation of game and take different responsibilities;</li> <li>2 – create the composition of game, build game levels, create design of game space;</li> <li>3 – create prototypes and templates of game interfaces;</li> </ol>		

	4 – collect and analyze game statistics in order to create optimal game models.
<b>Assessment Methods:</b>	<p>Assessment includes ongoing and interim certification.</p> <p>Ongoing certification is delivered in form of the individual written-oral interview.</p> <p>Interim certification includes theoretical knowledge questionnaire and final project presentation.</p>
<b>Teacher(s):</b>	Vyacheslav Tarasov
<b>Prerequisite subject(s):</b>	<ol style="list-style-type: none"> <li>1. English</li> <li>2. Gaming Experience</li> <li>3. Creativity</li> <li>4. Literacy</li> </ol>
<b>Compulsory Literature:</b>	Tracy Fullerton. Game Design Workshop. – AK Peters/CRC Press, 2014. - 535
<b>Replacement Literature:</b>	Jesse Schell. The Art of Game Design: A Deck of Lenses. – CRC Press, 2014. - 600
<b>Participation requirements:</b>	None.
<b>Independent work:</b>	<ol style="list-style-type: none"> <li>1. Gameplay analysis of games</li> <li>2. Level analysis</li> <li>3. Analysis of players actions</li> <li>4. Game industry trends tracking</li> </ol>
<b>Grading criteria scale or the minimal level necessary for passing the subject:</b>	<p><b>Excellent</b> – Sufficient skills: correct and specific answers without major mistakes, several inaccuracies allowed;</p> <p><b>Good</b> – Sufficient skills: correct and specific answers without major mistakes, two or three minor mistakes;</p>

	<p><b>Satisfactory</b> – General understanding of the subject, several mistakes;</p> <p><b>Unsatisfactory</b> – Insufficient understanding of the subject: wrong answer.</p>
<b>Information about the course:</b>	Room ____, on ____ at ____
<b>1) Date 1</b>	<p><b>Lecture 1</b></p> <p>Classroom presentation: Game definition, game designer responsibilities</p> <p>Classroom presentation: Game classification</p> <p>Homework: Game Development Companies overview</p>
<b>2) Date 2</b>	<p><b>Game Design Workshop 1</b></p> <p>Students presentations: Game Genres Specifics</p> <p>Classroom test: Game definition, game designer responsibilities (3 points)</p>
<b>3) Date 3</b>	<p><b>Lecture 2</b></p> <p>Classroom presentation: Level Design</p> <p>Classroom presentation: Game Mechanics</p> <p>Homework: Game Theory Basis</p>
<b>4) Date 4</b>	<p><b>Game Design Workshop 2</b></p> <p>Students presentation: Level Design</p> <p>Classroom test: Game Mechanics (3 points)</p>
<b>5) Date 5</b>	<p><b>Lecture 3</b></p> <p>Classroom presentation: Players Psychology</p> <p>Homework: Prototyping (5 points)</p>
<b>6) Date 6</b>	<p><b>Game Design Workshop 3</b></p> <p>Group classroom task: Using of Players Behaviour</p>

	Classroom test: Prototyping (3 points)
<b>7) Date 7</b>	<b>Lecture 4</b> Classroom presentation: Balancing Homework: Overview of classroom presentations
<b>8) Date 8</b>	<b>Game Design Workshop 4</b> Students presentations: Game Balancing Methodology
<b>9) Date 9</b>	<b>Lecture 5</b> Classroom presentation: Playtesting Homework: Overview of classroom presentations
<b>10) Date 10</b>	<b>Game Design Workshop 5</b> Group classroom task: Project playtest session Students presentations: UI/UX (10 points)
<b>11) Date 11</b>	<b>Lecture 6</b> Classroom presentation: Game Settings Homework: Writing concept and design documents (5 points)
<b>12) Date 12</b>	<b>Game Design Workshop 6</b> Students presentations: Concept and design documents Classroom test: Concept and design documents (3 points)
<b>13) Date 13</b>	<b>Lecture 7</b> Classroom presentation: Digital Storytelling Homework: Investing Game Plot (7 points)
<b>14) Date 14</b>	<b>Game Design Workshop 7</b> Students presentations: Presentation of Game Plot
<b>15) Date 15</b>	<b>Lecture 8</b> Classroom presentation: Game Publishing
<b>16) Date 16</b>	<b>Game Design Workshop 8</b>

	Classroom test: Final Assessment
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