

## **COURSE CONTENT**

<b>Course Code</b>	DT2020
<b>Course Title</b>	Game Design I
<b>Pre-requisites</b>	NIL
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 hours studio contact

### **Course Aims**

In this course you will be introduced to the foundations and principles of game design and apply these in practice with the design and creation of a simple digital game. You will explore how play theory inspires the design of games, imbuing games with a range of roles including training, education and entertainment. You will apply these principles to propose a game that addresses a well-defined purpose. The learning in this course contributes directly to further study in game design.

### **Intended Learning Outcomes (ILO)**

By the end of the course, you should be able to:

1. Describe how principles of play theory contributes to the design of games.
2. Demonstrate the use of play and game theory to propose a game structure.
3. Design and play-test a game that addresses a purpose.
4. Present and evaluate the effectiveness of a game design strategy.
5. Constructively discuss and critique principles of game design and strategies employed by peers.

### **Course Content**

#### **Games and gaming**

In this course you will begin with an overview of the fundamental principles of games and why we all like to play. You will explore how play theory is embedded in all aspects of life, and how society has an in-built desire to play. This will introduce you to such founding concepts as play theory, game theory, engagement, challenge, reward, serious gaming and gamification. These terms have direct significance to all forms of game design, and provide the base from which games are designed. You will have the opportunity to design and play two original game prototypes, that will take you through the full production process of game design, from concept to prototype.

#### **Testing and prototyping**

You will experience one of the most important areas of all game design – prototyping, testing, and design iteration. Games never work out as expected in the first iteration, and so you will design and enact a testing program, where results from tests are objectively collected, analysed, and including to improve the game.

#### **Teamwork**

Most class activities will be in teams, although you have the choice to create your final project

individually. Teamwork is a generally a successful approach for game creation. You will be provided with team management processes and techniques to ensure good team relationships.

### **Assignments**

This course has two assessable assignments. Assignment 1: Physical gaming. In this assignment you will apply “Rules of Play” to create a game that has a real-world enactment. This game will have a pre-determined purpose, and it will be the role of the game to solve that task. Concepts of challenge, risk and competitiveness will be experienced, as the game-maker, and players, work together to find ideal solutions. One example would be a game that allows the players to explore and become familiar with an unknown space. A real-world game has the advantage in that it can be created and played with minimal preparation, and so the attention can focus on game design and gameplay. Assignment 2: Social Need. This assignment focuses on using game play for a social good. This requires a well-defined need and purpose, and the design of a game that meets those needs, while also providing reward for the players. This introduces the concepts surrounding “serious” games, and the use of games for other purposes than only entertainment.