

Subject code: IFI7112	Subject name: Game Interactions		
Study load: 3 (EAP/ECTS)	Load of contact hours: 20	Study semester: Spring	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 (paper 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 artifact). Based on collected XP’s players reach to the higher level of the game. Score and leaderboard 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 (Game Master)
Subject name in Estonian:	Arvutimängud
Prerequisite subject(s):	None
Compulsory Literature:	Jim Thompson (2009). The Computer Game Design Course (selected chapters)
Replacement Literature:	Ernest Adams (2010). Fundamentals of Game Design
Participation and Exam requirements:	None of the Crafts, Quests and Fights are mandatory but players can’t finish the game if they don’t earn enough Experience points (see the “Grading” section).
Independent work:	<p>Avatar Crafting Based on the personal player type or desired roll in the game development team, select an avatar name and craft an icon [2 XP]. Additional points can be earned by creating the avatar story [2 XP]. All information related with the avatar and player (image, name, results, etc.) will be published in the Internet so please do not violate your rights of the personal data (it's up to you how much your avatar is presenting your real identity). Crafting an avatar is related with quest - randomly selected players will introduce their avatars in the front of the class [2 XP per player], and fight - randomly selected students will ask questions about avatar [1 XP per question and per player].</p> <p>Game Quest Describe (genre, rules, etc.) your favorite board or computer game and analyze its elements, mechanics and other aspects. Each player will craft 1 pg. long document [4 XP per player]. Randomly selected players will participate in quest (introducing selected game in the front of the class) [2 XP per player] and fight (asking and answering questions) [1 XP per question and per player].</p> <p>Game Idea Quest Design one idea for a new game. Each player will craft short presentation (1 pg.) [4 XP per player] and participate in the quest for pitching the game idea to the rest of the group (2 min) [2 XP per player]. Followed by mass fight – each student will give vote to one idea. 6 (depending on class size) best ideas will be selected. Owners</p>

of the winning ideas will earn extra points [2 XP per idea owner].

Teams and Roles

Form teams around the game ideas (6 members per team - depending on class size). All players whose idea was not selected will choose between 3 favorite ideas and 3 desired roles in the team:

- Designer - idea owner
- Project manager
- Writer
- Technical director
- Art director
- Sales manager

Teams are formed with the help of TeamUp (<http://teamup.aalto.fi>). After dividing players in teams group will reorganize the roles (if needed) and select name for the team. All teams will craft short description of the team (0,5 pg.) [4 XP per team]. Randomly selected teams participate in the quest of introducing the team name and roles [2 XP per team], and fight (answering for questions from opposite teams) [1 XP per question and per team].

Crafting Game Design

All teams craft the scenario or main rules and mechanics of the game (1 pg. document) [8 XP per team]. Randomly selected teams will participate in the quest of introducing the Game Design [2 XP per team], and fight (answering for questions from opposite teams) [1 XP per question and per team].

Paper Prototype

All teams will craft game world, characters and items, and put them together in paper prototype [8 XP]. Randomly selected teams will participate in the quest of introducing the Paper Prototype [2 XP per team member], and fight (answering for questions from opposite teams) [1 XP per question, per team member].

Game Prototype

All teams will craft electronic prototype of the game (semi operational copy of the game) [8 XP]. The teams can select environment for the development (e.g. eAdventure <http://e-adventure.e-ucm.es>). Additional points can be earned if fellow players can test the prototype (game is accessible via internet) [8 XP]. Randomly selected teams will participate in the quest of introducing the Game Prototype [2 XP], and fight (answering for questions from opposite teams) [1 XP].

Big Boss Fight (Exam)

Game Proposal Document

All teams will craft Game Design Document (15 pg.) [16 XP] where they integrate together elements of game design (crafted for previous quests):

- Game Idea
- Game play logic and rules
- Scenario
- World
- Characters
- Additional elements (Dialogues, Documents, Music, Videos, etc.)
- Link to working prototype
- Market analysis (potential users, cost of production, selling ideas, etc.)
- Team.

Self Evaluation

Additionally teams will craft a document of Self Evaluation where they divide 12 XP's between team members based on their contribution to the development project. E.g.:

- Team leader – 4 XP
- Task leader, sub-group leader – 4 XP
- Worker – 2 XP
- Contributor – 2 XP
- Not participated - 0 XP (and all XP's earned through the teamwork will be subtracted from this player score).

Final Quest

All teams will participate in the quest of presenting and introducing of the designed game and selling it to potential investor [16 XP].

Random and bonus activities

Additional points can be earned through following activities:

- Reading Quets – Randomly selected player present summary of reading exercise [2 XP per presentation].
- Reading Fight – Randomly selected player ask questions about reading exercise [1 XP per question].
- Random Fights – Game master (teacher) is asking questions from teams. Members of winning team earn extra points [2 XP per team].
- Random Quets – Players can make and perform presentations in any topics related with computer games and game development [2 XP per presentation]
- Inventiveness of the presentations [1 XP per presentation]

Grading criteria scale or the minimal level necessary for passing the subject:	XP	Level	Grade
	0 - 1	0	F
	2 - 5	1	F
	6 - 9	2	F
	10 - 17	3	F
	18 - 25	4	F
	26 - 33	5	F
	34 - 41	6	E
42 - 49	7	D	

	50 - 65	8	C	
	66 - 81	9	B	
	82 - 100	10	A	
Information about the course:				
25.01.2013	<p>Game definition Game elements Game mechanics Traditional games vs. computer games Game classification Task: Avatar Crafting - Deadline 25.Jan Task: Game Quest - Deadline 08.Feb</p>			
08.02.2013	<p>Game structure and components Design process stages Game design roles Game idea and concept Players and target group Task: Game Idea Quest - Deadline 22.Feb</p>			
22.02.2013 (IMKE) 01.03.2013 (BFM)	<p>Game worlds Character design Storytelling Task: Teams and Roles - Deadline 22.Feb (IMKE) / 01.Mar (BFM) Task: Game Design Crafting - Deadline 08.Mar</p>			
08.03.2013	<p>UI Gameplay Core Mechanics eAdventure Task: Paper Prototype Crafting - Deadline 08.Mar Task: Game Prototype Crafting - Deadline 22.Mar</p>			
22.03.2013	<p>Game Balancing Level Design Game design documents Task: Game Proposal Document and Presentation - Deadline Exam</p>			