

Subject code: IFI7177.DT	Subject name: Design of Game Assets		
Study load: 4 (EAP/ECTS)	Load of contact hours: 28	Study semester: Spring	Assessment: Assessment
Objectives:	Course will give knowledge and skills in conceptual designing and sketching game world, avatars, characters and other items. Implementation of game assets with the help of computer software (e.g. Blended and Unity)		
Course outline:	Topics covered: <ol style="list-style-type: none"> 1. Interactive storytelling 2. Avatar and Non Player Characters (NPC) design 3. Art based character design 4. Story driven character design 5. Archetypes and stereotypes 6. Character design environments 7. Implementing avatars and NPC's with the help of computer software (e.g. Blender) 8. Dialogue writing 9. Game world as an magic circle 10. Aspects of game world: visual, style, time, culture, emotions and ethics 11. Visual design of the game world 12. Software tools for game world implementation 13. Implementation of game design with the help of computer software (e.g. Unity) 		
Learning Outcomes:	In the end of the course students: <ol style="list-style-type: none"> 1. Know how to tell the story, design game worlds and game characters that fit with the game objectives end concept. 2. Have overview of digital tools designed for creating the game world, characters and story. 		
Assessment Methods:	Assessment		
Teacher(s):	Martin Sillaots		
Subject name in Estonian:	Mängu elementide kavandamine		
Prerequisite subject(s):			
Compulsory Literature:	<ol style="list-style-type: none"> 1. Ernest Adams (2009) Fundamentals of Game Design 2. Course learning materials - http://htk.tlu.ee/icampus/pg/groups/221115/game-assets/ 		

Replacement Literature:	<ol style="list-style-type: none"> 1. David Franson, Eric Thomas (2006) Game Character Design Complete: Using 3ds Max 8 and Adobe Photoshop CS2 2. Petri Lankoski (2010) Character-Driven Game Design: A Design Approach and Its Foundations in Character Engagement 3. Ann Latham Cudworth (2014) Virtual World Design 4. Joseph Campbell (2008) The hero with a thousand face 5. Joseph Campbell (2007) The Hero's Journey
Participation and Assessment requirements:	<p>Study will take place in the format of lectures and computer labs. Participation in classes and timely submission of home assignments are requirements for assessment. It's compulsory to attend more than 70% of classes (5 labs out of 7) and collect more than 70% of points (11 out of 16) for assignments.</p>
Independent work:	<p>Group assignments (all related with new educational or serious game):</p> <ol style="list-style-type: none"> 1. Game story 2. Conceptual design of game avatar and NPC's (roles, characteristics and style guidelines) 3. Graphical design of avatar and NPC's 4. Implementation of avatar and NPC designs with the help of 2D or 3D software tools 5. Dialogues 6. Game world concept (stylistic, cultural and other aspects) 7. Graphical design of game world 8. Implementation of game world design with the help of 2D or 3D software tools <p>Assessment of the assignments is based on following scale: 2 points – all conditions are met. 1 point – some of the conditions are met. 0 points – conditions are not met or the assignment is missing.</p>
Grading criteria scale or the minimal level necessary for passing the subject:	<p>Assessment will be based on group assignments. Assessment is passed if all assignments are submitted.</p>
Information about the course:	<p>Tuesdays: From 14:15 to 15:45 room A303 From 16:15 to 17:45 room S303</p>
1) 16.02	<p>Introduction to the course Games and narrative <u>Assignment:</u> Game story</p>
2) 23.02	<p>Game world as a magic circle Visual design of the game world Game development environments Unity workshop (Sander Aido)</p>

	<u>Assignment:</u> Graphical design of game world
3) 01.03	Aspects of game world: visual, style, time, culture, emotions and ethics <u>Assignment:</u> Game world concept (stylistic, cultural and other aspects) Unity workshop <u>Assignment:</u> Implementation of game world design with the help of 2D or 3D software tools
4) 08.03	Avatar and Non Player Characters (NPC) design Story driven character design Archetypes and stereotypes <u>Assignment:</u> Conceptual design of game characters (roles, characteristics and style guidelines)
5) 15.03	Art based character design Character design environments <u>Assignment:</u> Graphical design of game characters
6) 22.03	Blender workshop <u>Assignment:</u> Implementation of avatar and NPC designs with the help of 2D or 3D software tools
7) 29.03	Dialogue writing <u>Assignment:</u> Dialogues

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Martin Sillaots
Date:	22.01.2016

The course program is registered in the academic unit:

Date:	25.01.16
Name of academic coordinator:	Ingrid Sander