

Subject code: IFI7181.DT	Subject name: Serious Games Workshop		
Study load: 4 (EAP/ECTS)	Load of contact hours: 24	Study semester: Spring	Assessment: Assessment
Objectives:	Goal of the course is to design educational or serious games from idea to digital prototype.		
Course outline:	<p>This course is based on innovative learning scenario - learning through teaching. Aspects and process of designing serious games is introduced through preparing and giving the Tallinn Summer School course of Design of Serious Game.</p> <p>The content of the course is based on classical game design aspects like:</p> <ol style="list-style-type: none"> 1. Generating ideas for a serious game, defining serious goal for the game 2. Game challenges and actions for achieving the challenges 3. Game rules, resources, object, events, conditions and relationships 4. Game world 5. Game characters 6. Game story 7. Game prototype and level design <p>Additional content is based on instructional design aspects:</p> <ol style="list-style-type: none"> 1. Analyse of course needs 2. Defining course learning goals 3. Defining course learning activities, facts and knowledge 4. Adjusting course schedule 5. Creating learning materials 6. Teaching classes during the summer course 7. Evaluating the course 8. Course management 9. Marketing 		
Learning Outcomes:	In the end of the course students achieve the skill to produce serious games and also integrating this knowledge with educational activities. Additional outcome will be prototypes of serious games.		
Assessment Methods:	Assessment		
Teacher(s):	Martin Sillaots		
Subject name in Estonian:	Tõsimängude töötuba		
Prerequisite	None		

subject(s):	
Compulsory Literature:	Course learning materials - http://htk.tlu.ee/icampus/pg/groups/221117/sgws/
Replacement Literature:	None
Participation and Assessment requirements:	Study will take place in the format of workshops in the 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).
Independent work:	<p>Serious games related assignments:</p> <ol style="list-style-type: none"> 1. Demo game idea 2. Example of game concept 3. Demo gameplay 4. Demo core mechanics 5. Demo assets 6. Demo User interface 7. Demo prototype <p>Instructional design related assignments:</p> <ol style="list-style-type: none"> 1. Course learning plan 2. Marketing plan and activities 3. Course management plan 4. Selecting learning tools and creating learning materials 5. Teaching classes during the summer course 6. Course evaluation plan assessment 7. Preparing and teaching classes <p>Assessment of the assignments is based on following scale:</p> <p>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:	Assessment will be based on group assignments. Assessment is passed if all assignments are submitted.
Information about the course:	Every second Wednesday from 16:15 to 19:45 room M543
1) 17.02	<p>Introduction</p> <p>Serious Games and Game Based Learning, Examples Game Design Process and Roles</p> <p>Introduction of Course of Design of Serious Games</p>

2) 02.03	Game idea Game concept Instructional design of Course of Design of Serious Games
3) 16.03	Gameplay Core Mechanics Course marketing
4) 30.03	Game world Characters Story Teamwork management
5) 20.04	Game Development environments Game Prototyping Selecting tool for the development
6) 04.05	Prototype presentation Course management and administration
7) 11.07 – 15.07	Design of Serious Games Tallinn Summer School Workshop http://summerschool.tlu.ee/design-of-serious-games/ Teaching the course Course evaluation

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
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Name of academic coordinator:	Ingrid Sander
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