Course programme

Course code: IFI7177	Design of Game Assets		
ECTS credits: 4.0	Amount of contact lessons: 16	Teaching semester: Spring	Assessment form: Assessment
Course objectives:	The course aims to provide an overview of the tools and techniques used when creating game assets (sprites, backgrounds, sounds, etc) and promotional materials.		
Brief description of course content: (including the description of the independent work)	The course will comprise four contact sessions (4 hours each). The first contact session is a general introduction to the concept of game assets, followed by a brief tutorial on dialogue trees and another on sound recording and processing. The following two contact sessions will be organized as workshops focusing on 3D graphics and the Unity 3D game engine. The last session will be dedicated to students' final presentations and peer feedback. Additional lectures, posted online, will be assigned for individual work.		
Learning outcomes:	By completing the course, students will gain an understanding of what game assets are and how they are produced. They will also be able to locate the necessary resources to master specific asset creation tools. Finally, students will be able to apply their skills by creating either a game trailer or a prototype.		
Assessment Methods:	Throughout the course, students will submit several group assignments, culminating in a final project: either a game trailer or an interactive proof of concept/prototype. As long as a group has submitted all of the assignments, its members will pass the course.		
Lecturer(s):	Mikhail Fiadotau		
Course title in Estonian:	Mängu elementide kavandamine		
Prerequisted course(s):			
Compulsory literature:	1. Ernest Adams (2009) Fundamentals of Game Design. 2. Course materials, to be posted online at http://htk.tlu.ee/icampus/pg/groups/223100/ifi7177-design-of-game-assets-spring-2017/.		
Replacement literature:	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. Ric Viers (2011) Sound Effects Bible. 5. Karen Collins (2008) Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design. 6. Patrick Felicia (2015) Unity 3D from Zero to Proficiency.
Participation and exam requirements:	
Independent work:	Online lectures: 1. Game world and character design. The character arc. 2. Introduction to 2D graphics. Sprites, backgrounds, and tiles. UI design. 3. Introduction to 2D game development in Stencyl. 4. Making a game trailer.
Grading criteria scale or the minimum level necessary for passing the subject:	This is a non-graded course. In order to pass the course, students must submit all the assignments (as part of a group).
Information about the course: (Topics by contact session, deadlines of independent works and exams/assessments times)	Contact sessions: 03.02 (I) - Course overview. Dialogue trees. 03.02 (II) - Sound effects and music. 10.02 - Game graphics. Introduction to 3d modeling in Blender 17.02 - Introduction to game development in Unity 3D. Group assignments (with deadlines): 10.02 - Dialogue tree / short branching narrative as an introduction to your project. 17.02 - Character introduction / preview of the game aesthetic. 17.03 - Final presentations: game trailer or prototype.

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Mikhail Fiadotau

Date:	08/01/2017

The course program is registered in the academic unit:

Date:	10.01.2017
Name of academic coordinator:	Viktoria Humal