Subject code: IFI7306.DT	Subject name: Learning Game Design		
Study load: 4 (EAP/ECTS)	Load of contact hours: 10	Study semester: Spring	Assessment: Assessment
Objectives:	The objective of the course is to: 1. Give an overview of theories, design and implementation of learning games; 2. Provide knowledge and skills of implementation possibilities of learning games in educational contexts; 3. Support acquiring necessary knowledge and skills for designing, developing, implementing and evaluating learning games in educational contexts; 4. Support acquiring necessary skills and knowledge for integrating learning design models, learning theories and learning game design		
Course outline:	Course is based on flipped classroom learning strategy – theoretical information will be acquired individually by reading study materials and watching recorded videos at home. The classroom sessions will be spent for teamwork and students' presentations. Theoretical topics: 1. Nature of learning games (definition, genres, elements) 2. Examples of learning games and their use in education 3. Roles and processes of developing learning games 4. Concept of learning games 5. Game documentation Practical activities (designing a learning games in teams): 1. Game idea and its integration with learning objectives and theories 2. Game logics (Gameplay and Core mechanics) 3. Game assets (world, characters interactive storytelling) 4. Prototyping		
Learning Outcomes:	In the end of the course student: 1. Has basic knowledge and skills related to learning game design, development, implementation and evaluation; 2. Understands benefits and drawbacks of game-based learning 3. Demonstrates competencies to integrate different learning design models and theories with learning game design.		
Assessment Methods:	Assessment For assessment students have to submit all assignments on time and with sufficient quality. In the end of course students will present the game prototype developed during this course.		

Teacher(s):	Martin Sillaots
Subject name in Estonian:	Õppemängu disain
Prerequisite subject(s):	None
Compulsory Literature:	1. Ernest Adams (2009) Fundamentals of Game Design 2. Course learning materials - http://htk.tlu.ee/icampus/pg/groups/223114/learning-game-design-2017/
Replacement Literature:	1. Thompson, J., Berbank-Green, B. & Cusworth, N. (2007). The computer game design course: principles, practices and techniques for the aspiring game designer. 2. Schell, J. (2008). The Art of Game Design: A book of lenses.
Participation and Assessment requirements:	Study will take place in the format of home assignment and school workshops. Participation in classes and timely submission of home assignments are requirements for assessment. It's compulsory to attend more than 70% of classes (3 labs out of 5) and collect more than 70% of points (12 out of 18) for assignments.
Independent work:	Individual assignment: 1. Presentation of idea for a new learning game. Group assignments (all related with new educational or serious game): 1. Forming team and dividing roles 2. Game conceptual design 3. Gameplay design 4. Game core mechanics design 5. Design of game assets (game world, characters, …) 6. Telling the game story and dialogues 7. Making game paper or digital prototype 8. Game prototype presentation 9. Team self evaluation 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.
Grading criteria scale or the minimal level necessary for passing the subject:	Assessment will be based on group assignments. Assessment is passed if all individual and team assignments are submitted.
Information about	Fridays: From 18:15 to 19:45 room S303

the course:	
1) 31.03	Introduction Game definition Serious games and game based learning and gamification Learning game examples Game design process and roles Individual home assignment: read and learn materials about binding games and education [deadline 07.04] Individual home assignment: provide idea for a new educational game [deadline 07.04]
2) 07.04	Presentation of game ideas and selecting best ideas Forming teams and selecting roles Team work: game concept design Individual home assignment: read and learn materials about gameplay and core mechanics [deadline 21.04]
3) 21.04	Team work: design of gameplay Team work: design of game core mechanics Individual home assignment: read and learn materials about game assets (world, characters and story telling) [deadline 28.04]
4) 28.04	Team work: design of game assets (world, characters and story) Individual home assignment: install and learn game development environment (name will be specified) [deadline 10.05]
5) 05.05	Team work: Game (prototype) development Group home assignment: Game (prototype) development [deadline 19.05]
6) 19.05	Presentation and playing game prototypes (Assessment)

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Martin Sillaots
Date:	09.01.2017

The course program is registered in the academic unit:

Date:	09.01.17
Name of academic coordinator:	Viktoria Humal