

Subject code: IFI7178	Subject name: Design of Gameplay and Core Mechanics		
Study load: 4 (EAP/ECTS)	Load of contact hours: 28	Study semester: Autumn	Assessment: Assessment
Objectives:	Goal of the course is to provide examples and generate ideas for designing gameplay and core mechanics. Course will provide knowledge and skills in designing game logics, rules and interactions.		
Course outline:	<p>Topics covered:</p> <ol style="list-style-type: none"> 1. Game elements* and Core fun factors 2. Analyse of game elements of popular games 3. Gameplay 4. Game genre specific challenges 5. Game core mechanics 6. Game balancing 7. Game Inner-economy 8. Generating new ideas 9. Design of game concepts, rules and interactions 10. Design of game specification 		
Learning Outcomes:	<p>In the end of the course students:</p> <ol style="list-style-type: none"> 1. Can find and analyse game elements that are needed for increasing players' engagement. 2. Achieve skills to design game challenges and actions 3. Are able to design game rules and balance them 4. Are able to demonstrate gameplay and core mechanics through non-digital prototypes and documentation. 		
Assessment Methods:	<p>The course will end with the assessment. Assessment will take place in the examination period (14 – 20 December, 4 – 24 January). During the assessment students will introduce and test non-digital game prototypes for fellow students, academic staff and invited guests (audience will play the table-top or card or role-play game versions of the digital games). The audience has a chance to evaluate the goodness of the game prototypes according to the university grading scale from 0 to 5. In 5 different categories:</p> <ol style="list-style-type: none"> 1. The general opinion about the goodness of the game. 2. Educational value of the game. 3. The level of engagement of game challenges. 4. The level of interaction of game actions 5. The practicability of the rules. <p>Online feedback questionnaire will be used for collecting evaluation points. Final grade for the game testing will be rounded mean value of collected results.</p>		
Teacher(s):	Martin Sillaots		

Subject name in Estonian:	Mängu sisemise loogika disain
Prerequisite subject(s):	IFI7179 - Basics of Game Theory and Design
Compulsory Literature:	Ernest Adams (2009) Fundamentals of game design
Replacement Literature:	<ol style="list-style-type: none"> 1. Jim Thompson, Barnay Berbank-Green, Nic Cusworth (2007) The computer game design course: principles, practices and techniques for the aspiring game Designer. 2. Jesse Schell (2008) The Art of Game Design: A book of lenses
Participation and Assessment requirements:	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 (10 out of 14) for assignments.
Independent work:	<p>Course Assignments</p> <ol style="list-style-type: none"> 1. Analyse of engagement elements of your favourite digital game (2 points). 2. Analyse the challenges and actions of your favourite digital game (2). 3. Analyse the resources, objects, events and conditions of your favourite digital game (2). 4. Design a board (or card or role playing) game based on your favourite digital game. (2). 5. Provide idea and goals for new educational game (2). 6. Idea pitching, voting and forming teams (2). 7. Define gameplay and core mechanics for a new digital learning game (2). <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:	Assessment will be based on the process, criteria and scale described in the section assessment methods. Assessment is passed if the average score in all categories is 4 or above.
Information about the course:	<p>Thursdays: From 15:30 to 17:00 room S322 From 17:30 to 19:00 room M543</p>
1) 29.10	Introduction to the course

	<p>Game Elements* and Core fun factors (what makes games engaging?)</p> <p>Assignment 1: Analyse of engagement elements of your favourite digital game</p> <p>* Connection to with the course IFI7179 - Basics of Game Theory and Design</p>
2) 05.11	<p>Gameplay – challenges and actions</p> <p>Game genre specific challenges</p> <p>Assignment 2: Analyse the challenges and actions of your favourite digital game</p>
3) 12.11	<p>Game core mechanics – resources, objects, events, connections and conditions</p> <p>Assignment 3: Analyse the resources, objects, events and conditions of your favourite digital game</p>
4) 19.11	<p>Game balancing</p> <p>Assignment 4: Design a board (or card or role-playing) game based on your favourite digital game</p>
5) 26.11	<p>Game inner-economy</p> <p>Testing and playing games</p> <p>Assignment 5: Provide idea and goals for new educational game</p>
6) 03.12	<p>Assignment 6: Idea pitching, voting and forming teams</p> <p>Assignment 7: Define gameplay and core mechanics for a new digital learning game.</p>
7) 10.12	<p>Design of game specification</p> <p>Assignment (preparation for exam): Design a board (or card or role playing) game version of your digital learning game.</p>