Subject code: IFI7179	**Subject name:** Basics of Game Theory and Design		
Study load: 4 (EAP/ECTS)	**Load of contact hours:** 28	**Study semester:** Autumn	**Assessment:** Exam
Objectives:	Goal of the course is to provide introduction to the field of educational game design and study. Students will get overview of concept of games and learning games, research related with games and play, game design process and regulations.		
Course outline:	Topics covered: 1. Introduction to the course and overview of the Digital Learning Games curriculum 2. Definition of the game, serious games and learning games 3. Educational game examples 4. History of digital and learning games 5. Game genres 6. Game elements 7. Analysing games 8. Research related with games and play 9. Binging games and pedagogy - educational elements (learning goals, activities, content) with game elements (challenges, actions, rules) 10. Game design process (framework, roles and documents) 11. Game Concept design		
Learning Outcomes:	In the end of the course students: 1. Understand the nature of learning games 2. Can analyse the gameplay and mechanics of existing games 3. Have overview of the process of game design and development		
Assessment Methods:	The course will end with the exam. Exam will take place in the examination period (19 – 23 October). During the exam students will introduce a concept for a new digital learning game in the front of fellow students and academic staff and invited guests. The audience has a chance to evaluate the goodness of the game ideas according to the university grading scale from 0 to 5. In 5 different categories: 1. The general opinion about the goodness of the game. 2. Educational value of the game. 3. The level of engagement of the game. 4. How realistic is the execution of the game? 5. Novelty of the game. Online feedback questionnaire will be used for collecting evaluation points. Final grade for the presentation will be rounded mean value of collected results.		
Teacher(s):	Martin Sillaots		
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Prerequisite subject(s):	None
Compulsory Literature:	None
Replacement Literature:	1. Johan Huizinga (1955) Homo Ludens: A Study of the Play-Element in Culture 2. Marc Prensky (2007) Digital Game-Based Learning 3. Ernest Adams (2009) Fundamentals of game design
Participation and Exam requirements:	Study will take place in the format of lectures and computer labs. Participation in classes and timely submission of home tasks is requirement for exam. 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 15) for assignments.
Independent work:	Course Assignments 1. Define your personal learning goals (2 points) 2. Introduce your favourite game (2) 3. Quiz about history of digital games (~1) 4. Quiz of digital and serious game genres (~1) 5. Introduce your favourite educational game (2) 6. Analyse your favourite (learning) game (2) 7. Specify your research question in the field of Digital Learning Games (2) 8. Define goal for a new learning game (2) 9. Define your roles in the game design team (1) Assessment of most 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. For quizzes students are divided in 4 teams. In the end of the quiz points are provided as follows: 3 points or the winners. 2 points for the second place. 1 point for the third place. 0 points for the last team.

Grading criteria scale or the minimal level necessary for passing the subject:	A	Idea for the new game is educational and engaging and novel and implementable in **very high** level.
	B	Idea for the new game is educational and engaging and novel and implementable in **high** level.
	C	Idea for the new game is educational and engaging and novel and implementable in **average** level.

	D	Idea for the new game is educational and engaging and novel and implementable in **low** level.
	E	Idea for the new game is educational and engaging and novel and implementable in **very low** level.
	F	Idea for the new game is **not** educational and engaging and novel and implementable.
Information about the course:	Thursdays: From 15:30 to 17:00 room S322 From 17:30 to 19:00 room M543	
1) 03.09	Overview of the Digital Learning Games curriculum (design framework) Assignment 1: Define your personal learning goals Assignment 2: Introduce your favorite game	
2) 10.09	Definition of the game, serious game, learning game and gamification History of digital games and learning games Assignment 3: Quiz about history of digital games	
3) 17.09	Genres of digital games and serious games Assignment 4: Quiz of game genres Assignment 5: Introduce your favorite educational game	
4) 24.09	Game elements Assignment 6: Analyze your favorite (learning) game	
5) 01.10	Research related with games and play Assignment 7: Specify your research question in the field of digital learning games	
6) 08.10	Binding games and pedagogy (learning theories, goals, content, activities) Assignment 8: Define a goal for a new learning game	
7) 15.10	Game design process (framework, roles, documents) Assignment 9: Specify your roles in the game design team Design of the game concept Assignment (for exam presentation): create a game concept for new educational game	