Course programme

IFI7178.DT	DESIGN OF GAMEPLAY AND CORE MECHANICS		
ECTS credits: 4	Amount of contact lessons: 23	Teaching semester: Autumn	Assessment form: Assessment
Course 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 interaction.		
Brief description of course content: (including the description of the independent work)	Topics covered: 1. Introduction and big picture of game design 2. Gameplay (game challenge and actions), theoretical framework, analysis of existing games and design workshops 3. Theory, analysis and design of game rules 4. Level design and prototyping 5. Design of game specification Presentations: 1. Gameplay: Challenges and actions 2. Core mechanics (rules) and Game balancing 3. Level design and prototyping Analytical Assignments (in pairs): 1. Analyse of challenges of your favourite game 2. Analyse of core mechanics of your favourite game Design Assignments (in pairs): 1. Design of gameplay for the game of Game Elements 2. Design analog (board/card/RPG) game (rules) based on your favourite game 3. Design game specification for a new educational game (idea, concept, gameplay, core mechanics)		
Learning outcomes:	In the end of the course students: 1. Can find and analyse game elements that are needed for increasing players' engagement. 2. Achieve skills to design game challenges and activities 3. Are able to design game rules and balance them 4. Are able to demonstrate gameplay and core mechanics through non-digital prototypes and game documentation.		
Assessment Methods:	The course will end with the (pass or fail) assessment. For passing the course the submission of all individual assignments		

	is needed. For more details see sections Participation and exam requirements, Independent work and Grading criteria
Lecturer(s):	Martin Sillaots
Course title in Estonian:	Mängu sisemise loogika disain
Prerequisted course(s):	No mandatory prerequisites but IFI7179.DT - Basics of Game Theory and Design is recommended
Compulsory literature:	Ernest Adams (2009) Fundamentals of game design
Replacement literature:	Ernest Adams, Joris Dormans (2012) Game Mechanics: Advanced Game Design (Voices That Matter)
Participation and exam requirements:	Study will take place in the format of lectures and computer lab workshops. Participation in classes and timely submission of home and classroom assignments are requirements for assessment. It's compulsory to attend at least in 70% of classes (16 out of 23) and collect more then 70% of points (11 out of 16) for assignments.
Independent work:	1. Analyze of challenges of your favorite game 2. Design of gameplay for the game of Game Elements 3. Analyse of core mechanics of your favourite game 4. Design analog (board/card/RPG) game (rules) based on your favourite game 5. Provide idea for new learning game 6. Design game specification for a new educational game 7. Play and test game prototypes 8. Review Specifications
Grading criteria scale or the minimum level necessary for passing the subject:	Assessment of all individual 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. Assessment of the entire course is calculated as total of earned points.
Information about the course: (Topics by contact	1) 04.11.16 18:15-19:45 A303 P1: Gameplay: Challenges and actions. Learning activities H1: Analyse of challenges of your favourite game

session, deadlines of independent works and exams/assessments times)	2) 11.11.16 15:30-19:45 S303 WS1: Design of gameplay for the game of Game Elements 3) 18.11.16 18:15-19:45 A303 P2: Core mechanics (rules) and Game balancing H2: Analyse of core mechanics of your favourite game 4) 25.11.16 15:30-19:45 S303 WS2: Design analog (board/card/RPG) game (rules) based on your favourite game 5) 02.12.16 18:45-19:45 A303 P3: Level design, prototyping and design documentation H3: Provide Idea for new learning game (integrate pedagogy with your favourite game) 6) 09.12.16 15:30-19:45 S303 WS3: Design game specification for a new educational game (idea, concept, gameplay, core mechanics) 7) 16.12.16 18:15-19:45 A303 WS4: Play and test game prototypes H4: Review Specifications Legend: P – presentation H – home assignment WS - workshop

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Martin Sillaots
Date:	15.08.16

The course program is registered in the academic unit:

Date:	22.08.2016
Name of academic coordinator:	Viktoria Humal