Course programme

IFI7178.DT	DESIGN OF GAMEPLAY AND CORE MECHANICS		
ECTS credits: 4	Amount of contact lessons: 28	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. Overview of game design process 2. Design of Gameplay (game challenge and actions), theoretical framework, analysis of existing games and design workshops 3. Theory and practice of design of game core mechanics (rules) 4. Level design and prototyping 5. GDD - Game Design Documentation Presentations: 1. Gameplay: Challenges and actions 2. Core mechanics (rules) and Game balancing 3. Level design and prototyping 4. Game documentation Analytical Assignments (in pairs): 1. Analysis of the gameplay of your favourite (digital entertaining) game 2. Analysis of the core mechanics of your favourite (digital entertaining) game Creative Assignments (in pairs): 1. Idea for a new (learning) game 2. Design of the gameplay for a new (learning) game 3. Design of the core mechanics for a new (learning) game 4. GDD for a new (learning) game (idea, concept, gameplay, core mechanics) 5. Design analogue (board/card/RPG) game based on your favourite (digital entertaining) game OR new (learning) game		
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:	Study materials: http://htk.tlu.ee/icampus/pg/groups/223876/gameplay-and-core-mechanics-2017/
Replacement literature:	Ernest Adams (2009) Fundamentals of game design 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 (20 out of 28) and collect more then 70% of points (11 out of 16) for assignments.
Independent work:	All assignments are based on pair work: 1. Provide idea for new (learning) game 2. Analysis of the gameplay of your favorite (digital entertaining) game 3. Design of the gameplay for a new (learning) game 4. Analysis of the core mechanics of your favourite (digital entertaining) game 5. Design of the core mechanics for a new (learning) game 6. Design analogue (board/card/RPG) game based on your favourite (digital entertaining) game OR new (learning) game 7. GDD for a new (learning) game 8. Play and test game prototypes
Grading criteria scale or the minimum level necessary for passing	Assessment of all assignments is based on following scale: 2 points – all conditions are met. 1 point – some of the conditions are met.

the subject:	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 session, deadlines of independent works and exams/assessments times)	**1) 03.11.16 S303 Gameplay** P1: Gameplay: Challenges and actions A1: Game Idea H1: Analysis of the gameplay of your favourite (digital entertaining) game **2) 10.11.16 S303 Gameplay WS** A2: Presentation of the results of the gameplay analysis W2: Design of the gameplay of the new (learning) game **3) 17.11.16 A303 Core Mechanics** P3: Core mechanics (rules) and Game Balancing H3: Analysis of the core mechanics of your favourite (digital entertaining) game **4) 24.11.16 S303 Core Mechanics WS** A4: Presentation of the results of the analysis of the game mechanics W4: Design of the core mechanics of the new (learning) game **5) 01.12.16 A303 Prototyping** P5: Level design, prototyping and design documentation H5: GDD for a new (learning) game (idea, concept, gameplay, core mechanics) **6) 08.12.16 S303 Prototyping WS** A6: Presentation of GDD's W6: Design analogue (board/card/RPG) game based on your favourite (digital entertaining) game OR for a new (learning) game **7) 15.12.16 A303 Game fest** A7: Play and test game prototypes **Legend:** P – presentation A – classroom assignment H – home assignment W – workshop

Teaching Unit in charge:	School of Digital Technologies

Course programme is prepared by:	Martin Sillaots
Date:	15.08.17

The course program is registered in the academic unit:

Date:	17.08.2017
Name of academic coordinator:	Kristi Oikimus