Course programme

Course code IFI7183.DT	COURSE TITLE Research and Design of Educational Games		
ECTS credits: 4 EAP/ECTS	Amount of contact lessons: 14	Teaching semester: Autumn	Assessment form: assessment
Course objectives:	The objective of the course is to assist students to conduct research on designing educational games, especially as it is connected to their master thesis research. Students will have the chance to introduce their research topic, and they will receive feedback from supervisors and fellow students. The course will introduce several techniques for conducting research and reporting results, such as defining a research problem, conducting and reporting a literature review, using design patterns to turn research results into game design artefacts and methods for validating design solutions.		
Brief description of course content: (including the description of the independent work)	Students introduce their research topics at three times during the seminar: (1) their research topic and the problem they address, (2) the literature review they have conducted, and (3) the results they have obtained. Lecturers will give presentations on how to formulate a research problem, how to conduct literature reviews and how to use design patterns and validate design.		
Learning outcomes:	• Acquiring an understanding of how to conduct research and report research on designing games • Acquiring a basic understanding of game design patterns and how to turn research results into patterns • Ability to read, analyse, criticise and present research results and how they were derived to fellow students in an understandable manner • Ability to validate design ideas		
Assessment Methods:	Assessment		
Lecturer(s):	Vladimir Tomberg		
Course title in Estonian:	Õpimängude uurimine ja arendamine		
Prerequisted course(s):	IFI7179.DT - Basics of Game Theory and Design		
Compulsory literature:	Will be distributed in the beginning of the class		

Replacement literature:	N/A
Participation and exam requirements:	All course assignments have to be implemented and student has to be ready to make the final presentation
Independent work:	• Students prepare presentations for each session during the seminar and implement one essay on selected topic
Grading criteria scale or the minimum level necessary for passing the subject:	A - 90-100% of the work is done - excellent: outstanding work with only few minor errors. B - 80-90% of the work is done – very good: above average work but with some minor errors. C - 70-80% of the work is done - good: generally good work with a number of notable errors. D - 60-70% of the work is done - satisfactory: reasonable work but with significant shortcomings. E - 50-60% of the work is done - sufficient: passable performance meeting the minimum criteria. F- less than 50% of the work is done - fail: more work is required before the credit can be awarded.
Information about the course: (Topics by contact session, deadlines of independent works and exams/assessments times)	05.09.2017 Session 1: Introduction and Topics 12.09.2017 Session 2: Reports 19.09.2017 Session 3: Design Principles 03.10.2017 Session 4: Reports 10.10.2017 Session 5: Design Patterns 17.10.2017 Session 6 : Final Reports 31.10.2017 Session 7: Final Reports

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Vladimir Tomberg
Date:	28.09.2017

The course program is registered in the academic unit:

Date:	28.09.2017
Name of academic coordinator:	Kristi Oikimus