

Course Game Design I e Game Development I

SDS INF/01

ETCS 3

Course modules (if any) None

Year I

Semester

Professor(s) Andrea Leganza

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Office hour By appointment to be arranged by email, according to the students' needs.

LEARNING OUTCOMES

The aim of the course is to achieve the following learning outcomes:

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** The student will be able to understand the workflows and tools necessary to make a video game
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** the aim of the course is to allow students to be able to create simple types of games that reflect the theoretical elements studied during the lessons, thus starting to apply the fundamental concepts of game design in a practical and effective way.
3. **AUTONOMY JUDGMENT:** The student's ability to connect the different topics covered and the ability to apply the knowledge acquired within a paper on the creation of a video game.
4. **COMMUNICATION SKILLS:** Ability to argue with a precise and appropriate vocabulary.
5. **LEARNING ABILITY:** The student will have to demonstrate knowledge of programming concepts.

DETAILED PROGRAM

- Introduction to Unity3D
- Installing Unity3D
- Projects & Templates
- Render Engines
- Layout di Unity3D
- Gameobjects and components
- Programming in C#i
- Realization of casual and hypercasual game projects

RECOMMENDED PRE-REQUISITES (IF ANY)

None

TEACHING METHODOLOGIES

The educational activities will be carried out through...

FINAL EXAMINATION METHODOLOGIES

Production of a project in the game engine using the tools provided, presenting at the same time a short descriptive essay of the work produced.

EVALUATION CRITERIA

With reference to knowledge and understanding, the final essay will evaluate the acquisition by the student of the fundamental notions related to the topics listed in the detailed program of the course and the ability to expand on what is covered.

FINAL GRADING INFORMATION AND CRITERIA

Evaluation based on the technical aspects of the project, complexity of the project.

The final score is expressed in thirtieth grade, with the possibility of honors. The final score reflects the student's preparation as follows:

Score	Description
< 18 not sufficient	Fragmentary and superficial knowledge of contents, errors in applying concepts, insufficient exposure.
18-20	Sufficient but still general knowledge of contents, elementary exposure, uncertainties in the application of theoretical notions.
21-23	Appropriate, but not deep, knowledge of contents, good ability in applying theoretical notions as well as presenting them in a simple way.
24-25	Appropriate and vast knowledge of contents, discrete ability in applying them, good ability in presenting notions in a comprehensive way.
26-27	Precise and comprehensive knowledge of the topics, good ability in applying the acquired knowledge, good analytical skills, clear and correct exposure.
28-29	Extensive, comprehensive and deep knowledge of contents, good applicative skills, good ability of analysis and synthesis, confident and correct exposure.
30 30 with honors	Very broad, comprehensive and deep knowledge of the contents, well-established ability to apply the acquired notions, excellent ability of analysis, synthesis as well as ability to create interdisciplinary links, fluency of exposure.

COURSE MATERIAL

Class slides.

OTHER ADVICES

Students belonging to the 'part-time/workers' category or being unable to take part in the lessons are suggested to directly contact the professor in order to analyze, together, specific training needs.