

Course Game Design II
SDS ING-INF/05
ETCS 6
Course modules (if any) None
Year II year
Semester
Professor(s) Francesca Noto
e-mail f.noto@unilink.it
Office hour Monday, 5 pm.

LEARNING OUTCOMES

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

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** With reference to knowledge and understanding, the course aims to ensure that students acquire advanced notions of game design, in particular with reference to specific market targets, storytelling and user interface.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** With reference to the applied knowledge and understanding, the aim of the course is to allow students, at the end of the course, to create game concepts, digital or non-digital, that respect all the fundamental rules of game design, in order to obtain effective results in terms of feasibility and implementation of the projects and their success with the public.
3. **AUTONOMY JUDGMENT:** In the oral exam, the final grade will be awarded through an assessment of the student's understanding and ability to apply the concepts explained during the course, as well as assessing the student's ability and critical and expository ability.
4. **COMMUNICATION SKILLS:** The course, through the activities of delivery and Interactive, it will develop students' communication skills in presenting their ideas and proposals in the field of game design.
5. **LEARNING ABILITY:** The student will have to demonstrate the ability to connect the different topics covered, and to be able to carry out even complex game projects starting from the examples and exercises carried out in class.

DETAILED PROGRAM

After considering the founding elements of the game and game design, we will develop a series of concepts and topics that allow you to approach game design from different points of view, from puzzle design to the concepts of randomness, skill and strategy; from the selection of a target market to storytelling at the service of game design, up to the current frontiers of the game and its creation. Each lesson is accompanied by practical exercises to fix the concepts and develop them in the realization of effective and effective game design ideas. During the lessons, interaction and collaboration between students will be encouraged to solve the required questions and complete the exercises.

RECOMMENDED PRE-REQUISITES (IF ANY)

Game Design I – Elementi di Game Development.

TEACHING METHODOLOGIES

The educational activities will be carried out through...

FINAL EXAMINATION METHODOLOGIES

The exam will take place only through an oral test at the end of the course.

EVALUATION CRITERIA

At the end of the course, the following skills of the student will be evaluated:

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** With reference to knowledge and understanding, the final exam will evaluate the student's acquisition of the notions related to the advanced concepts of game design, storytelling at the service of game design and game interfaces, through the notions acquired during the course.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** With reference to the application of the acquired knowledge and skills, the final exam will evaluate the student's ability to connect the different topics covered, and to be able to carry out even complex game projects starting from the examples and exercises carried out in class.
3. **AUTONOMY JUDGMENT:** having acquired a capacity of...
4. **COMMUNICATION SKILLS:** being able to...
5. **LEARNING ABILITY:** being able to use the conceptual and methodological tools acquired...

FINAL GRADING INFORMATION AND CRITERIA

In the oral exam, the final grade will be awarded through an assessment of the student's understanding and ability to apply the concepts explained during the course, as well as assessing the student's ability and ability to expose.

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

Suggested reading: Challenges for Game Designers - Brenda L. Brathwaite and Ian Schreiber
The preparation of the exam is carried out by integrating the materials provided during the lessons with the recommended volume.

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.