DEGREE PROGRAM IN TECNOLOGIE E LINGUAGGI DELLA COMUNICAZIONE -
TECHNOLOGIES AND LANGUAGES OF COMMUNICATIONS (LM-59)
CURRICULUM IN GAME DEVELOPMENT, MARKETING AND COMMUNICATION

A.Y. 2023/2024

Course Game Design I e Game Development I
SDS SPS/08
ETCS 6
Course modules (if any) None
Year I
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:** the course aims to ensure that students acquire the fundamental notions related to the basic concepts of game design, the MDA model, the types of entertainment, players and targets, and how to make a game, whether digital or not.
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

tarting from the concept of game and game design, we will analyze the fundamental elements of a game, whether digital or non-digital, arriving at the structuring of game design models (in particular the MDA model), types of entertainment and players, and then understanding how to apply the basic elements of game design to the actual creation of the game. All this will be supported by practical exercises to allow students to better fix the topics explained in the theory, and 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)

None

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.

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EVALUATION CRITERIA

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

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** the final exam will evaluate the student's acquisition of the fundamental notions related to the basic concepts of game design, the MDA model, the types of entertainment, players and targets, and the understanding of how to create a game, digital or not, through the notions acquired during the course.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS**: the final exam will assess the student's ability to connect the different topics covered, and to be able to implement simple game concepts 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.

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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.