

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
INTRODUCTION to DIGITAL GAME DESIGN	YMİ4114907	Fall Semester	2+1	2,5	5
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	First Cycle (Bachelor's Degree)				
Course Type	Elective				
Course Coordinator	Assoc.Prof. İhsan EKEN				
Name of Lecturer(s)	Lect. Yusuf ÖZİŞİK				
Assistant(s)					
Aim	The aim of this course is to provide information about the structures and technologies of current digital games within the scope of the basic game design content, to make practical visual studies in the computer environment and to create an exemplary game design project.				
Course Content	This course contains; Types of Character,Elements of Gaming,Introduction to Rules,Learning and Breaking Rules: Balance,Designing of Game Mechanics,Introduction to Story,Story Purpose,Designing of Story,Introduction to Characters,Types of Characters,Multiplayer Rules and Balance,Designing of Character,Mechanic Implementation of Story and Characterization,Mechanic Implementation of Story and Characterization.				
Course Learning Outcomes			Teaching Methods	Assessment Methods	
Prepares game design project.			8	E, F	
Lists digital game formats and designs, analyzes their differences.			16, 9	E, F	
Interprets the stages of game design.			16, 9	E	
Examines current software used in game design.			6, 8, 9	E, F	
Applies visual elements prepared in various graphics programs.			16, 6, 9	E	
Designs digital games using sound and images.			16, 6, 9	E, F	
Teaching Methods	16: Question - Answer Technique, 6: Experiential Learning, 8: Flipped Classroom Learning, 9: Lecture Method				
Assessment Methods	E: Homework, F: Project Task				
Lecture Schedule					
Sequence	Topics	Preliminary Preparation			
1	Types of Character	Reading the relevant section of the given source			
2	Elements of Gaming	Reading the relevant section of the given source			
3	Introduction to Rules	Reading the relevant section of the given source			
4	Learning and Breaking Rules: Balance	Reading the relevant section of the given source			
5	Designing of Game Mechanics	Reading the relevant section of the given source			
6	Introduction to Story	Reading the relevant section of the given source			
7	Story Purpose	Reading the relevant section of the given source			
8	Designing of Story	Reading the relevant section of the given source			
9	Introduction to Characters	Reading the relevant section of the given source			
10	Types of Characters	Reading the relevant section of the given source			
11	Multiplayer Rules and Balance	Reading the relevant section of the given source			
12	Designing of Character	Reading the relevant section of the given source			
13	Mechanic Implementation of Story and Characterization	Reading the relevant section of the given source			
14	Mechanic Implementation of Story and Characterization	Reading the relevant section of the given source			
Evaluation Methods		Weight(%)			
Midterm Exam		40			
General Exam		60			

Resources
https://www.gamasutra.com/ https://www.youtube.com/extracredits https://www.youtube.com/@Gdconf https://www.youtube.com/@Brackeys https://www.youtube.com/@GMTK