

School of Communication / New Media and Communication Systems

2024 - 2025 Academic Year

DIGITAL GAME DESIGN

Syllabus

| Course Description | | | | | |
|--|--|--|-------------------------|---------------------------|-------------|
| Name | Code | Semester | T+A Hour | Credit | ECTS |
| DIGITAL GAME DESIGN | YMİ4210558 | Spring Semester | 1+2 | 2 | 5 |
| Prerequisites Courses | | | | | |
| Recommended Elective Courses | | | | | |
| Language of Instruction | Turkish | | | | |
| Course Level | First Cycle (Bachelor's Degree) | | | | |
| Course Type | Elective | | | | |
| Course Coordinator | Assoc.Prof. İpek Fatma ERTAN | | | | |
| Name of Lecturer(s) | Lect. Yusuf ÖZİŞİK | | | | |
| Assistant(s) | | | | | |
| Aim | Provides information about the structures and technologies of current digital games within the scope of basic game design content. Makes visual studies in computer environment and creates a sample 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,Roleplaying and Character ,Designing of Story,Introduction to Characters,Types of Characters,Multiplayer Rules and Balance,Designing of Character,Mechanic Implementation of Story and Characterization,Practice for final project. | | | | |
| Course Learning Outcomes | | | Teaching Methods | Assessment Methods | |
| Prepares game design project. | | | 8 | E, F | |
| Interprets the stages of game design. | | | 16, 9 | E | |
| Applies visual elements prepared in various graphics programs. | | | 16, 6, 8, 9 | E, F | |
| Designs digital games using sound and images. | | | 6, 8, 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 | | | |
| 0 | Types of Character | Watching the relevant part of the given resource | | | |
| 1 | Elements of Gaming | Watching the relevant part of the given resource | | | |
| 2 | Introduction to Rules | Watching the relevant part of the given resource | | | |
| 3 | Learning and Breaking Rules: Balance | Watching the relevant part of the given resource | | | |
| 4 | Designing of Game Mechanics | Watching the relevant part of the given resource | | | |
| 5 | Introduction to Story | Watching the relevant part of the given resource | | | |
| 6 | Story Purpose | Watching the relevant part of the given resource | | | |
| 7 | Roleplaying and Character | Watching the relevant part of the given resource | | | |
| 8 | Designing of Story | Watching the relevant part of the given resource | | | |
| 9 | Introduction to Characters | Watching the relevant part of the given resource | | | |
| 10 | Types of Characters | Watching the relevant part of the given resource | | | |
| 11 | Multiplayer Rules and Balance | Watching the relevant part of the given resource | | | |
| 12 | Designing of Character | Watching the relevant part of the given resource | | | |
| 13 | Mechanic Implementation of Story and Characterization | Watching the relevant part of the given resource | | | |
| 14 | Practice for final project | Watching the relevant part of the given resource | | | |
| Evaluation Methods | | Weight(%) | | | |
| Midterm Exam | | 40 | | | |
| General Exam | | 60 | | | |

| Resources |
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| https://www.youtube.com/user/Autodesk https://www.blenderguru.com/ https://www.youtube.com/c/piximperfect https://www.youtube.com/c/GrantAbbitt https://www.youtube.com/c/CGGeek https://www.youtube.com/c/FlippedNormalsTutorials https://www.youtube.com/c/PluralsightCreative https://www.youtube.com/c/LevelPixelLevel |