



# Rational Game and Level Design

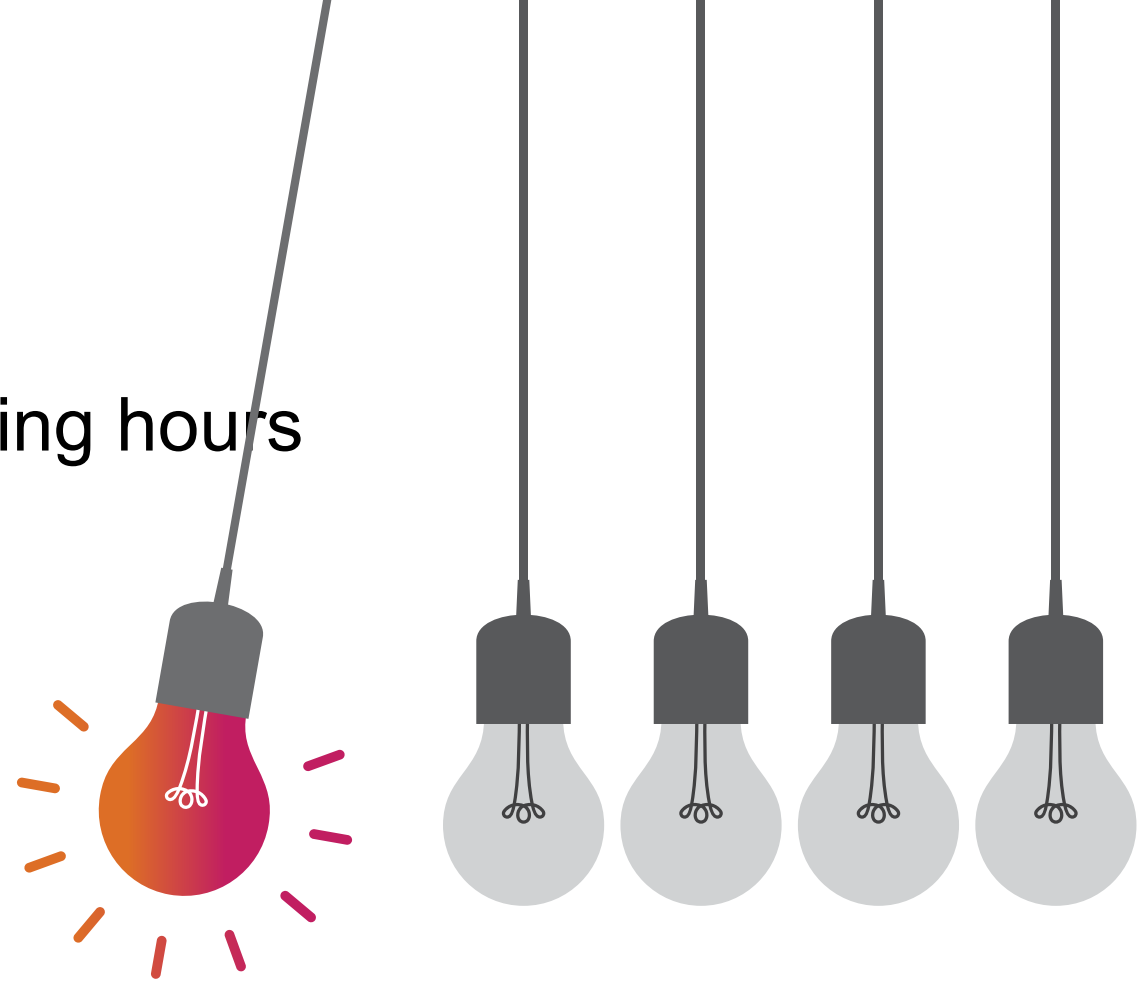
Instructions for  
attending courses and  
taking exams

# Organization of lectures and practical classes

Course coordinator:	Victor Popa	<a href="mailto:victor@levelsandmaps.com">victor@levelsandmaps.com</a>
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Conducting classes:	Lectures	One lecture ~every two weeks - 15 hours total
	Practical classes	2 hours per week - By groups according to the schedule - 45 hours total

# Course information

- 4 ECTS credits = 120 student working hours
  - 15 hours of lectures
  - 30 hours of practical classes
  - 75 hours of working from home
- Obligatory course



# Course objective

Teach the most common forms of structuring player progression through a computer game

to prepare the students to work independently as game / level designers

we will focus on Commercially viable projects whose aim is to sell

# Literature

## Official literature

*Theory of Fun For Game Design (Raph Koster)*

## Recommended literature

*Level Up! The Guide to Great Video Game Design (Scott Rogers)*

*An Architectural Approach to Level Design (Christopher W. Totten)*

# What is necessary to get a signature?

In order to obtain the right to a signature, it is necessary to participate in class at the percentage rate prescribed by the Book of Regulations on studies and studying.

Lectures and practical classes participation	
<u>Full-time students:</u>	<u>Part-time students:</u>
At least 50 % of physical presence in lectures	At least 40 % of physical presence in lectures
At least 70 % of physical presence in practical classes	At least 60 % of physical presence in practical classes

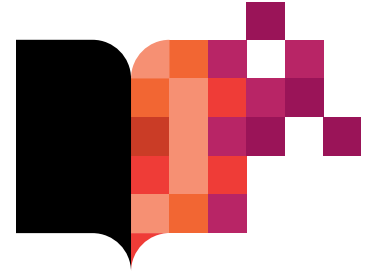
Whoever fails to obtain a signature will have to enroll in the same course the following year, to pay the enrollment and does not have the right to take the exam.

# Passing courses



- A course has 6 defined learning outcomes divided into 4 learning outcome sets.
- **In order for students to pass a course, they need to achieve at least 50% of credits of the total credit amount within each of the learning outcome.**
- **If students fail to achieve at least 50 % of credits of a learning outcome, they are required to take the learning outcome during the next exam period.**
- The learning outcome sets evaluation methods:
  - Project work!
  - Schoolwork
  - A bit of homework :D

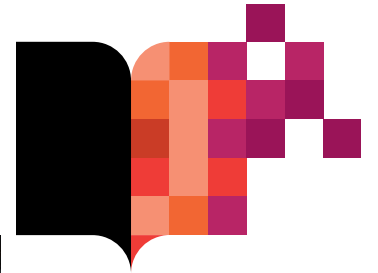
# Safety because we had 2020



- Each student must disinfect their hands before accessing the workplace (before entering the space)
- Students are required to wear a mask properly all the time. A student who violates that will be removed from class and reported to the Disciplinary Board
- Teachers can remove the mask if they have EU Digital COVID Certificate and more than 2m away from the closest student
- The teacher can come next to the student but they both have to pay attention to the distance and they both must wear a mask
- If all students in a group have EU Digital COVID Certificate, the entire group can remove masks



# The semester calendar



Week	Victor (Lectures)	Basic	Nate(workshops)	Schoolwork		Homework
1	11.03.2022	LO1	Evaluate Mechanics of games			
	12.03.2022					H01
2	19.03.2022					
3	26.03.2022	LO2	3C structure (character, control, camera)			
4	28.03.2022					
	02.04.2022					
5	09.04.2022					
6						
7	23.04.2022	LO3	Digital sizes of computer games			
	25.04.2022					
	30.04.2022					
M1						
M2						
9	20.05.2022	LO4	Macro structure of levels in computer games			
	21.05.2022					
10	28.05.2022					
11	04.06.2022	LO5	Design micro level elements for own computer game.			
12	06.06.2022					
	11.06.2022					
13	17.06.2022	LO6	Recommend balancing difficulty levels for own computer game.			
	18.06.2022					
14	25.06.2022					
15	02.07.2022					

# How does this relate to learning outcomes

*We have the Goldsmiths sheet*

# Grading

Number of points achieved	Grade
0,00 – 50,00	1 (environment artist)
50,01 – 58,00	2 (junior LD)
58,01 – 75,00	3 (well-rounded Designer)
75,01 – 92,00	4 (AAA)
92,01 – 100,00	5 (ILLUMINATI)

# Exams

- Each course complies with the **3 + 1 rule**.
  - This means that a student can take an exam a maximum of 4 times.
    - 3 regular exams – included in the tuition fee
    - 1 extraordinary exam – 700 HRK for 4th registration of exam pursuant to the Decision on Reimbursement of Expenses
  - The deadline for passing an exam is **12 months** from the day of enrolment in the course.
  - If a student fails to pass a course within 12 months, **he/she must re-enrol in the course and re-take all learning outcomes defined in the course.**
- **Keep track of deadlines for registering and cancelling exams on IE.**
  - If you failed to register an exam on time, you cannot take neither the written nor the oral exam.
  - If a student registers for multiple examination periods of the same course, after obtaining a satisfying grade, he/she must cancel his/her registration for all subsequent examination periods of that course. Otherwise, an insufficient (1) will be recorded in Infoeduka for that student.

# Academic standard of conduct

- In written and oral communication it is necessary to follow the rules of business communication appropriate for the academic level.
- It is necessary to abide by the strictly defined deadlines for task submissions (homework, seminar papers, projects, etc...).
- Every task, homework, project etc..., submitted after the defined deadline will not be evaluated nor graded.
- Only those students who can confirm their attendance, will be considered as present.

# Rules of conduct during class – online

- One has to come to class on time.
- Disruption of class and inactive class participation is not allowed.
  - Active participation can be checked by calling out an individual student or by requesting that all (or individual) students click or answer in the system to confirm that they are actively participating in classes.
  - Continuous breaking of this rule is sanctioned by reporting students to the Disciplinary Board.
- After connecting to the online lecture, the microphone and camera are turned off and the same is turned on only when the teacher calls on you.
- In case of question, the student clicks on the question tool (handle) and waits for the teacher to call on him, after which the student turns on the microphone and camera and asks the question.

# Rules of conduct during class – in classroom

- One has to come to class on time.
- Each student must disinfect their hands before accessing the workplace (before entering the space).
- Upon entering the classroom, student registers for classes with a card and then sits in an accessible place for work.
- Students are required to wear a mask properly all the time. A student who violates that will be removed from class and reported to the Disciplinary Board.
- Disruption of class and inactive class participation is not allowed.
  - Continuous breaking of this rule is sanctioned by reporting students to the Disciplinary Board.
- The teacher can come next to the student but they both have to pay attention to the distance and that they both wear a mask.

An abstract graphic on the left side of the slide, composed of thick, curved lines. The lines are primarily pink and magenta, with a section at the bottom left transitioning into a bright orange color. The lines curve and loop, creating a dynamic, organic shape.

**Thank you for  
your attention!**