Course title: Visual Game Design

Course number:	ISCG6441	Level: 6		Credits: 15
Main programme:	BCS, GDCMP			
Pre-requisites:	None			
Co-requisites:	None			
Restrictions:	None			
Compulsory/elective:	Elective			

Learning time: 150 hours

(Lecturer) Contact hours	Non-contact hours	Total hours
39	111	150

Level descriptor: The student is able to carry out processes that
* require a command of wide-ranging highly specialised technical or scholastic skills
* involve a wide choice of standard and non-standard procedures, often in non-standard combinations
* are employed in highly variable routine and non-routine contexts

employing
* specialised knowledge with depth in more than one area
* the analysis, reformatting and evaluation of a wide range of information
* the formulation of appropriate responses to resolve both concrete and abstract problems

and applied
* in managing processes
* within broad parameters for defined activities
* with complete accountability for determining and achieving personal and/or group outcomes.

Integrate
Estimate
Compare
Contrast
Differentiate

Course aim:
To provide the students with knowledge of concepts and theories related to game design and the ability to analyse games from the non-technical perspective.

Learning outcomes:

	Learning outcomes
1.	Critically analyse game design problems utilising the terminology of gaming.
2.	Critique traditional and contemporary games from a non-technical perspective.
3.	Produce a coherent game design document and associated prototype.

Topics/Content outline:
Topics include: Visual Design, Audio Design, Interactive Storytelling, Human Factors, Creative Thinking, Design Problems, Game Design Problems, Game Design Requirements, Game Genres, History & Mythology, Ethics, Cinematography, Game Design Documents, Prototyping, Prototype Testing, Conceptual Game Design, Serious Game Design, Practical Game Design and Designing Fun Experiences.