

CERTIFICATE

No. 36589

Tallinn University

(Reg No. 74000122, notice of economic activity No 172097)

certifies that

ALPIN CAN

born 20.02.2007

has completed in full 60 academic hours

School of Digital Technologies' Continuing Education Curriculum

Design of Serious Games

(No. IFC0001)

during the period of 21st July 2025 to 25th July 2025



Anna Kuznetsova

SUMMER AND WINTER SCHOOL PROJECT MANAGER

Tallinn, 25.07.2025

ACADEMIC TRANSCRIPT TO CERTIFICATE NO. 36589

25th July 2025

Alpin Can (20.02.2007) has completed School of Digital Technologies' 2 ECTS Continuing Education Curriculum in **Design of Serious Games** - No. IFC0001 during the period of 21st July 2025 to 25th July 2025 60 academic hours, including 40 face-to-face hours, traineeship 0, and the rest being the independent study hours.

Aim of the curriculum: to learn the process and techniques of game design and to understand the concept of serious games; to increase the popularity of serious games and to bring together people who are interested in designing serious games

Learning outcomes: knows how to design games and understands the concept of serious games

Content: Concept of serious games. Game design process from idea to prototype. Game genres and examples. Defining the goal of a serious game. Evaluation criteria for a serious game. Defining game core mechanics. Designing game graphical elements (game world, characters, items, etc). Story-telling. Development of the game prototype. Research and development topics of the serious games.

Tutors: Martin Sillaots, Mohammed Mahmood Ibrahim Ockba, George Allen Boyle

Result awarded on completion: pass

By pass and fail assessment a level is given that is either reached or exceeded (pass) or failed (fail).

By grading assessment the following scale is used: A (excellent), B (very good), C (good), D (satisfactory), E (sufficient), F (fail).

* 1 ECTS corresponds to 26 academic hours of student work.



Anna Kuznetsova

Summer and Winter School Project Manager