Designing Gaming Simulations
DS/NCE 855

Aug 4 2014
Mon – 2 to 5 pm

IIIT-Bangalore

Course Description

- This course has two instructors

  - Prof. Sebastiaan Meijer (KTH Sweden)
  - Prof. Dinesh Babu Jayagopi (IIITB)

- The course will benefit from two practitioners
  - Bharath and Harsha (Fields of View, a not-for-profit company incubated at IIITB)
  - will assist in teaching and conducting the sessions

Course Plan

Module 1 – Introduction to Serious Games

Module 2 – Design: Game elements and mechanics

Module 3 – Verification, Validation and When to play?

Module 4 – Analyzing Group Dynamics

Module 5 – Conducting game sessions and analyzing results

Mini – Project
Full Project

Course Plan

Aug 4

    Course Introduction + Play a serious game

5 Skype lectures by Prof. Sebastiaan Meijer (KTH Sweden)
       Covers the theory mainly

3 Classes - Bharath and Harsha - Related discussions, Project, Design

4 lectures by Prof. Dinesh Babu J
       Automatic Social Interaction Analysis

From Mid - November – Full Project related discussion and conclusion
       Prof. Sebastiaan's IIIT Bangalore visit

Course Objectives

- **<u>Objective 1</u>:**

Differentiate between gaming simulation and entertainment games.

Assess what problems can be approached with a gaming simulation.

Understand and differentiate between gaming simulation for education, design, policy making and hypothesis testing.

Understand the limitations of gaming simulations and their validity requirements.

Identify the constituent parts of a gaming simulation.

Course Objectives

- **<u>Objective 2</u>:**

Understand the process of conducting game-sessions, the different stages in game sessions, roles of facilitators, players and note-takers in game sessions.

Draft the design specifications of a gaming simulation.

Course Objectives

- **<u>Objective 3</u>:**

Understand collection and analysis of data from game sessions for research purposes.

Grading Policy

Assignments (20%) - Module 1, 4

Theory (20%) - Module 2, 4

Modifying an existing game (20%)

Designing a new game (40%)

Books and References

- The study material draws from a variety of sources but weekly reading will be limited number of pages.

- Material will be provided by the instructors

FAQ

- What is a serious game? Let us play one

- What programming language we use?

- Are there any prerequisites?

- Will there be lots of discussions? Yes..