2024 / 25

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South East Technological University

Module Descriptor

Introduction to Game Design (Computing and Mathematics)

Introduction to Game Design (A10868)

Short Title: Introduction to Game Design
Department: Computing and Mathematics
Credits: 5 **Level:** Introductory

Description of Module / Aims

This module is a practical introduction to game design and game design concepts, emphasising the basic tools of game design: paper and digital prototyping, design iteration, and user testing.

Programmes

		stage/semester/status
COMP-0643	BSc (Hons) in Applied Computing (WD_KACCM_B)	2 / 3 / E
COMP-0643	BSc (Hons) in Applied Computing (WD_KCOMP_B)	2 / 3 / E
COMP-0643	BSc (Hons) in Computer Science (WD_KCMSC_B)	2 / 3 / E

Indicative Content

- Vocabulary and formal elements of game design
- Ideation, early design and prototyping
- Mechanics, dynamics, aesthetics and the concept of 'Fun'
- Narratology and story telling
- Character and level design
- Playtesting and balancing
- Pitching an idea

Learning Outcomes

On successful completion of this module, a student will be able to:

1. Classify games using the recognised terminology.
2. Experiment with game ideas through critical investigation and playtesting.
3. Examine a game concept by creating a mechanically sound board game.
4. Construct and present a game pitch and proposal in a commercial style.

Learning and Teaching Methods

- Lectures are used to study and evaluate design thinking in a games context. Lecture content is assessed in both assignments, in the form of a game criticism paper and a formal game design document.
- Workshops are used to apply design theory to a game concept. Students are required to make a polished, playtested and boardgame using these workshops.

Learning Modes

Learning Type	F/T Hours	P/T Hours
Lecture	24	
Workshop	24	
Independent Learning	87	

Assessment Methods

	Weighting	Outcomes Assessed
Continuous Assessment	100%	
Assignment	20%	1
Assignment	80%	2,3,4

Assessment Criteria

<40%: Inability to understand, describe and discuss key concepts of game design. Inability to apply appropriate techniques and/or tools to solve problems in game design.

40%–49%: Ability to understand, describe and discuss key concepts of game design. Ability to apply appropriate techniques and/or tools to solve problems in game design.

50%–59%: Ability to analyse and classify key concepts of game design. Be able to employ a variety of specialised skills and pre-selected tools or techniques within game design.

60%–69%: Ability to exercise appropriate judgement in applying the key concepts of game design and demonstrating an ability to be creative in designing and developing solutions to problems for game design using the appropriate skills, tools and/or techniques.

70%–100%: All the above to an excellent level. Ability to demonstrate mastery of specialised skills within game design, generalise key concepts and deploy solutions to a high standard for a range of complex, specialised and unforeseen problems through the use and modification of advanced skills, tools and/or techniques.

Supplementary Material(s)

- "Game Balance Concepts." 08/09/2010. https://gamebalanceconcepts.wordpress.com/
- "Game Design Concepts." 01/12/2009. https://gamedesignconcepts.wordpress.com/
- Fullerton, T. *Game Design Workshop: A Playcentric Approach to Creating Innovative Games.* 3rd. Natick, MA, USA: A K Peters/CRC Press, 2014.
- Schell, J. *The Art of Game Design: A Book of Lenses.* Natick, MA, USA: A K Peters/CRC Press, 2014.

Requested Resources

- Lecture Room: Loose Seated