Department 07 Computer Science and Mathematics

Course title Game Design

Hours per week (SWS) 4

Number of ECTS credits 5

Course objective

Learning Objectives:
- Understand fundamental game design and be able to apply that knowledge to the creation or critique of simple games.
- Gain a working knowledge of iterative game development.
- Understand and appreciate the importance of narrative, sound, and art in interactive digital storytelling.
- Develop 2d graphical computer games using a modern game engine.

Competencies:
+ Students obtain a thorough understanding of how to work with the complexity involved in designing and developing interesting game-oriented applications
+ Students obtain experience in developing their own creative ideas, carrying out projects in teams, as well as presenting and discussing their work.

Prerequisites

Familiarity with any modern programming language.

Recommended reading


Teaching methods

Project

Assessment methods

Graded project work (40%), graded colloquium (60%)

Language of instruction

English

Name of lecturer

Prof. Michael Haungs

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Course content

In-depth study of game design including rules, player interaction, and storytelling. Exploration of effective use of sound, art, and game controls in creating meaningful play. Development of fully functioning and engaging games, following standard domain-specific software development processes and using physical prototyping and playtesting. Current, industry-tested game engines.

Remarks