



Course syllabus

Faculty Board of Science and Engineering
School of Computer Science, Physics and Mathematics

1ME203 Speldesign, 7,5 högskolepoäng
Game Design, 7.5 credits

Main field of study

Media Technology

Subject Group

Media Production

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by the Board of the School of Computer Science, Physics and Mathematics
2009-09-08

Revised 2011-11-23. Literature list is revised.

The course syllabus is valid from spring semester 2012

Prerequisites

Design of interactive media (1ME102), 15 credits and 3D Graphics and Animation (1ME202), 7.5 credits or the equivalent.

Objectives

After successfully completing the course the student should be able to:

- describe different types of computer games
- design a simple computer game
- describe the development process of a computer game
- work with an authoring tool and its script language
- describe the professions and roles within the computer games industry
- describe different types of game-related interactivity.

Content

The course consists of:

- taxonomies for computer games
- game theory (ludology)
- game analysis
- game design
- script programming in a multimedia authoring tool

- design and development of a small computer game
- roles and professions related to the development of computer game development and interactive multimedia.

Type of Instruction

The campus course is based mainly on lectures, seminars, tutorials and practicals. For distance course, the communication is conducted through a learning management system over the Internet.

Practical work is conducted individually or in groups. Attendance is mandatory for some sessions.

Examination

The course is assessed with the grades Fail (U), Pass (G) or Pass with Distinction (VG).

Written examination and/or assignments which are presented orally and/or in written form. The assessment method is decided at the start of the course.

Students who do not pass the regular examination are given the opportunity to do a resit examination shortly after the regular examination. Hand-in assignments must always be submitted by the due date.

On request, students may have their credits translated to ECTS-marks. Such a request must be sent to the examiner before the grading process starts.

Course Evaluation

A course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The result of the course evaluation will be filed at the department.

Required Reading and Additional Study Material

Required reading

SCHELL, J. (2008) *The Art of Game Design: A book of lenses*, Morgan Kaufmann.

DFM, *Web-based material*. 200 pages.

Recommended supplementary reading

ADAMS, E. (2009) *Fundamentals of game design second edition*, Berkeley, CA, New Riders. or latest edition.

KOSTER, R. (2004) *A Theory of Fun for Game Design*, Paraglyph Press Inc.

MOOCK, C. (2007) *Essential ActionScript 3.0*, Sebastopol, Calif., O'Reilly. ISBN 0596526946. 911 pages (911).

WEBSTER, S., YARD, T. & MCSHARRY, S. (2008) *Foundation ActionScript 3.0 with Flash CS3 and Flex 2*, Berkley, Calif., Friends of Ed. ISBN 1590598156. 549 pages (549).