

Course Title	Video Game Design				
Course Code	CSE360				
Course Type	Elective				
Level	Bachelor (1 st Cycle)				
Year / Semester	3 rd Year / 1 st Semester or subsequent				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours / 14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	Provide students with an overview of the Digital Game Design discipline, together with an introductory hands-on experience towards game programming. Through group projects the students learn the methods and mechanics of good game design.				
Learning Outcomes	<p>After the completion of this course the student should be able to:</p> <ul style="list-style-type: none"> • Analyze the roles of the major players in a game production team. • Describe the difference the game designer and everyone else in the game production team. • Describe and discuss the key methodological concepts during the game design process. • Prepare game design documents that correctly explain game ideas to the other members of the game production team. • Produce code in a language used for game design. 				
Prerequisites	CSE200	Required	None		
Course Content	<p>Principles of Game Design</p> <p>Understand the Role of the Designer and Producer, No Designer or Producer Is an Island, Let Professionals Do Their Jobs, KISS (Keep It Simple, Stupid), Schedules Are Like Laws, The Yardstick: One Day's Pay for a Week's Worth of Fun, I Never Met a Genre I Didn't Like, Be True to Your License, Share Your Toys, There's No Magic Formula for Success.</p> <p>Game Concepts and Genres</p> <p>Games Are NOT Linear, Games Have a Goal, Games Must Be Winnable, Action, Adventure, Casual, Educational, Role-Playing (RPGs), Simulation, Sports, Strategy, Puzzles and Toys.</p> <p>The basics of Game Programming</p> <p>Game programming languages, 3D game engines, Artificial Intelligence</p> <p>The Design Document, Scriptwriting, Audio, and Music</p>				

	<p>Differences between different types of game scripts, Sound quality, Purpose of sound in computer games, Background, Table of Contents, Overview, Rules, Start of the Game (or After the Game Icon Is Clicked on), Descriptions of the various game “rooms”, Credit Screen, Prizes, Winning, Exit Game, Scriptwriting, Programming, Artificial Intelligence.</p> <p>Recent developments and contemporary issues pertaining to the subject-matter of the course.</p>										
Teaching Methodology	Face – to – face										
Bibliography	<p>Adams, E. (2014) Fundamentals of Game Design, New Riders Publishing</p> <p>Schell, J. (2014). The Art of Game Design: A book of lenses, CRC Press.</p> <p>Bond, J. G. (2017). Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#, Addison-Wesley.</p> <p>Fullerton, T. (2018). Game Design Workshop: A Playcentric Approach to Creating Innovative Games, CRC Press.</p>										
Assessment	<table border="1"> <tr> <td>Mid – Term Examination</td> <td>30%</td> </tr> <tr> <td>Final Examination</td> <td>30%</td> </tr> <tr> <td>Assignments/Lab</td> <td>30%</td> </tr> <tr> <td>Class Participation and Attendance</td> <td>10%</td> </tr> <tr> <td></td> <td>100%</td> </tr> </table>	Mid – Term Examination	30%	Final Examination	30%	Assignments/Lab	30%	Class Participation and Attendance	10%		100%
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Language	English										