

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Game Design and Design Principles	GAME 107	I	Theory 2	Practice 2	3	6
Course Type	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
	YES	-	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		YES		-	

Language of Instruction	English
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Course Instructor	Danish Craig	E-mail : danish.craig@arucad.edu.tr Office : TI Off 7	
Course Objectives	This course examines the active role of game designers by breaking down game ideas into discrete, functional, and logical systems. Since designers are responsible for all features of any given game, such as player goals, choices, and game rules, students will observe and analyze different game designs to understand how these elements interact. It's a practical foundation in game design with a focus on concept development, design decomposition, and prototyping through the creation of game ideas into game pitches, design documents, and game prototypes.		
Course Learning Outcomes	Students will be able to:	Teaching Methods	Evaluation Methods
	Plan and outline important game concepts such as rules, mechanics and gameplay.	In-Class Learning	Assignment Submission
	Develop skills in analysing, understanding and integrating	In-Class Learning	Mid-Term Exam

	different concepts and ideas in order to create a coherent game concept.		
	Establish good game design documentation and prototypes through iteration and consideration for the player base involved.	In-Class Learning	Assignment Submission
	Integrate gameplay, rule and mechanic elements correctly in order to create a feasible and intriguing game concept.	Project Based Learning	Assignment Submission
	Produce well-structured game design documentation that is usable in the professional industry.	In-Class Learning	Final Exam
Course Content	Game Design is a broad field that encompasses many different aspects such as Programming, Level Design, 2D and 3D Art and Modelling and UI/UX Design to name a few, this course aims to introduce Game Development by looking through the lens of each of these particular fields. Students will learn: • What games are and what goes into game creation. • How to conceptualise, plan, build and test mechanics. • How each step in the design pipeline affects game creation. • How to write and pitch a variety of Game Design Documents. • Understand the player mind-set and preferences. • The types of games and the audience that each game caters to. • How to balance and design games with a player-first approach.		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction and overview of course content.	T	
2	What is Game Design and what are games?	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 1

3	How to conceptualise a game concept/idea.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 7
4	Rules and Core Mechanics.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 14
5	Game genres and understanding the player.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 3, 4 and 5
6	Understanding, balancing and implementing gameplay.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 13 and 15
7	Creative and Expressive play. MID-TERM EXAM	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 9
8	How to write and pitch a Game Design Document.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 2
9	Storytelling and character development in Game Design.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 10 and 11
10	Game Worlds, Level design principles and pitfalls.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 8 and 16
11	End user experience, understanding and implementing player feedback.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 12

12	Understanding Console, PC and Mobile players and markets.	T/P	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2 Chapter 5
13	Introduction to Unity.	P	No reading required
14	Introduction to Unreal Engine.	P	No reading required
15	FINAL EXAM		

Required Course Material(s) / Reading(s)/ Text Book(s)	Adams E. (2014). <i>Fundamentals of Game Design (3rd Edition)</i> . Berkeley, CA: New Riders. Library Catalogue No: QA76.76.C672. A33 2014 C.2
Recommended Course Material(s)/ Reading(s) /Other	Salen K., Zimmerman E. (2004). <i>Rules of Play – Game Design Fundamentals</i> . Cambridge, Mass.: MIT Press, 2004. Library Catalogue No: QA76.76.C672 S25 2004

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	40
Quiz	-	-
Assignment	1	20
Project	-	-
Field Study	-	-
Presentation / Seminar	-	-
Studio Practice	-	-
Other	-	-
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	40
TOTAL		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories.	✓				
2	Knows the basic concepts and terminology related to the field of game design.				✓	
3	Has knowledge about the history of computer and video games and developments in this field.					✓
4	Knows game design processes and related applications.					✓
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.			✓		
6	Has the ability to analyze analog and digital game genres.					✓
7	Has the ability to use contemporary game engines and problem solving skills.				✓	
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.				✓	
9	Has knowledge about media literacy.	✓				
10	Has the competence to prepare projects based on ethical principles in game development processes.				✓	
11	Has the competence to evaluate games as an art form.				✓	
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.					✓
13	Has the competence to take part and responsibility in game development teams.					✓
14	Has the competence to collect, analyze and interpret analytical data about games and players.				✓	
15	Has the competence to develop and present a digital game project by using game design practices effectively.					✓

16	Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.			✓		
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ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		4	60
Preliminary Preparation and self- study	15		2	30
Mid-Term	1		20	10
Quiz	-		-	-
Assignment	1		10	10
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	-		-	-
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		40	40
Other	-		-	-
TOTAL WORKLOAD				150
TOTAL WORKLOAD / 25				6
ECTS				6

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives. Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	X
	SDG 9: Industry, Innovation and Infrastructure	X
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

Final Grades will be determined according to the Course Learning Activities and Final Examination Assessment Details as indicated below, and comply by the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Game Design and Design Principles. Also, students are expected to create a Game Design Document with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.

Please be aware that the class uses teams. Thus, submissions have to be made Printed and Digitally.

PREPARED BY	Danish Craig
UPDATED	01/10/2025
APPROVED	Asst. Prof. Dr. Yunus Luckinger