

| COURSE SYLLABUS         |                                |                     |                             |                     |                                          |       |
|-------------------------|--------------------------------|---------------------|-----------------------------|---------------------|------------------------------------------|-------|
| Course Title            | Course Code                    | Semester            | Course Hour/Week            |                     | Credit                                   | ECTS  |
| Traditional Game Design | GAME 207                       | Fall 2025 - 2026    | Theory 2                    | Practice 2          | 3                                        | 5     |
| 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 |
|-------------------------|---------|

|                          |                                                                                                                                                                                                                                                                                |                                                                                                         |                       |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-----------------------|
| Course Instructor        | Danish Craig                                                                                                                                                                                                                                                                   | E-mail : <a href="mailto:danish.craig@arucad.edu.tr">danish.craig@arucad.edu.tr</a><br>Office: TI Off 7 |                       |
| Course Objectives        | Traditional game design aims to introduce students to the gaming industry pre digitalization, Expanding their knowledge on board game mechanics rules and the playtesting areas. To be able to come up with and refine their own game ideas into functioning prototypes/games. |                                                                                                         |                       |
| Course Learning Outcomes | Students will be able to:                                                                                                                                                                                                                                                      | Teaching Methods:                                                                                       | Evaluation Methods:   |
|                          | Plan and conceptualise ideas for various board games comprising of various genres, themes and players.                                                                                                                                                                         | In Class Learning                                                                                       | Assignment Submission |
|                          | Develop skills in conceptualizing, prototyping and iterating board games without limitation                                                                                                                                                                                    | In Class Learning                                                                                       | Assignment Submission |

|                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                        |                       |
|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|-----------------------|
|                       | <b>Establish</b> concrete and airtight concepts and gameplay that is engaging and entertaining.                                                                                                                                                                                                                                                                                                                                                                                                   | Project Based Learning | Mid-Term Submission   |
|                       | <b>Integrate</b> well thought out logic, mechanics, rules and gameplay into a playable design/format.                                                                                                                                                                                                                                                                                                                                                                                             | In Class Learning      | Assignment Submission |
|                       | <b>Produce</b> playable, balanced and entertaining board games that can cater to their respective themes and player-bases.                                                                                                                                                                                                                                                                                                                                                                        | Project Based Learning | Final Submission      |
| <b>Course Content</b> | <ul style="list-style-type: none"> <li>- Understand the developmental steps of the board game design process.</li> <li>- Understand and utilize player types and player experience</li> <li>- Define game mechanics purpose and implement them in their own games</li> <li>- Understand and be able to prototype and playtest their own games and reiterate their own game to improve playability.</li> <li>- Development of a complete, original board game by the end of the course.</li> </ul> |                        |                       |

| <b>COURSE OUTLINE/SCHEDULE</b> |                                                                                         |                                         |                                                                                                                                                                                                           |
|--------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Week</b>                    | <b>Topic</b>                                                                            | <b>Implementation (theory/practice)</b> | <b>Required Reading, Preliminary preparation</b>                                                                                                                                                          |
| <b>1</b>                       | Introduction to Traditional Game Design and Curriculum overview.                        | <b>T/P</b>                              | No reading required                                                                                                                                                                                       |
| <b>2</b>                       | General safety and proper use of blades, tools and adhesive in the working environment. | <b>P</b>                                | No reading required                                                                                                                                                                                       |
| <b>3</b>                       | Understanding players and player types, board games and the different genres.           | <b>T/P</b>                              | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 1 |
| <b>4</b>                       | Game Mechanics and Game Rules.                                                          | <b>T/P</b>                              | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor &                                                                                    |

|    |                                                                                      |     |                                                                                                                                                                                                                         |
|----|--------------------------------------------------------------------------------------|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    |                                                                                      |     | Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 2 and 5                                                                                                                                |
| 5  | Conceptualization and Prototyping.                                                   | T/P | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 3 and 4         |
| 6  | Production and Game Components.                                                      | T/P | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 3               |
| 7  | Balancing, Playtesting, Iteration and Game Complexity.<br><b>MID-TERM SUBMISSION</b> | T/P | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 4, 5 and 12     |
| 8  | Theme and storytelling in board games.                                               | T/P | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 6 and 9         |
| 9  | Role of chance and Strategy                                                          | T/P | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 10              |
| 10 | Interaction and conflict in Board games.                                             | T/P | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 7, 8, 11 and 13 |
| 11 | Print and play board games and their mechanics.                                      | T/P | Ham E. (2016). <i>Tabletop Game Design for Video Game Designers</i> . Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76. C672.H35155 2015</b><br>Chapter 14              |

|           |                                                   |            |                        |
|-----------|---------------------------------------------------|------------|------------------------|
| <b>12</b> | Packaging of board games and their uses.          | <b>T/P</b> | No reading is required |
| <b>13</b> | Final Project Initial Conception and Prototyping. | <b>T/P</b> | No reading is required |
| <b>14</b> | Finalizing game design and packaging.             | <b>T/P</b> | No reading is required |
| <b>15</b> | <b>FINAL SUBMISSION</b>                           |            |                        |

|                                                               |                                                                                                                                                                                                                  |
|---------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Required Course Material(s) / Reading(s)/ Text Book(s)</b> | <b>Materials:</b> Scalpel or Box Cutters, Masking tape and clear duct tape, Spray Adhesive(Recommended) Cardstock and paper Markers. Adobe Illustrator or Adobe Photoshop                                        |
| <b>Recommended Course Material(s)/ Reading(s) /Other</b>      | <b>Recommended Readings:</b> Ham E. (2016). Tabletop Game Design for Video Game Designers. Burlington, Massachusetts: Focal Press, Taylor & Francis Group. <b>Library Catalogue No: QA76.76.C672.H35155 2015</b> |

| <b>ASSESSMENT</b>                                                                      |               |                    |
|----------------------------------------------------------------------------------------|---------------|--------------------|
| <b>Learning Activities</b>                                                             | <b>NUMBER</b> | <b>WEIGHT in %</b> |
| Mid-Term                                                                               | 1             | 40                 |
| Quiz                                                                                   | -             | -                  |
| Assignment                                                                             | -             | -                  |
| Project                                                                                | -             | -                  |
| Field Study                                                                            | -             | -                  |
| Presentation / Seminar                                                                 | -             | -                  |
| Studio Practice                                                                        | -             | -                  |
| Other                                                                                  | -             | -                  |
| <b>Contribution of Final Examination/Final Project/Dissertation to the Final Grade</b> | 1             | 60                 |
| <b>TOTAL</b>                                                                           |               | 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. |  |  | ✓ |  |  |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|---|--|--|

| 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     |      | 1    | 15               |
| Mid-Term                                            | 1      |      | 20   | 20               |
| Quiz                                                | -      |      | -    | -                |
| Assignment                                          | -      |      | -    | -                |
| Project                                             | -      |      | -    | -                |
| Field Study                                         | -      |      | -    | -                |
| Presentation / Seminar                              | -      |      | -    | -                |
| Studio Practice                                     | -      |      | -    | -                |
| Final Examination/ Final Project/ Dissertation      | 1      |      | 30   | 30               |
| Other                                               | -      |      | -    | -                |
| <b>TOTAL WORKLOAD</b>                               |        |      |      | 125              |
| <b>TOTAL WORKLOAD / 25</b>                          |        |      |      | 5                |
| <b>ECTS</b>                                         |        |      |      | 5                |

| ETHICAL RULES WITH REGARD TO THE COURSE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Plagiarism Disclaimer</b></p> <p>Detected and undetected plagiarism is a serious offense at any time and it could have devastating effects on your degree result and future professional lives.</p> <p>Plagiarism is easy to avoid if you make sure to identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources.</p> <p>Use of A.I. is strictly prohibited and will be seen as plagiarism.</p> |

|                                                                                     |                                                |   |
|-------------------------------------------------------------------------------------|------------------------------------------------|---|
|    | 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              |   |

| <b>ASSESSMENT DETAILS AND EVALUATION CRITERIA:</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|
| <p>Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.</p> <p>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 Board Game Design. From Initial ideas onto working prototypes to balancing mechanics and packaging.</p> <p>Midterm Submission is based on a section given prior to the midterm in which students are expected to follow the instructions of the assignment and each section has its own evaluation criteria which are mentioned to the students with the assignment.</p> <p>Please be aware that the class uses teams. Thus, submissions have to be made Printed and digitally.</p> |                                 |
| <b>PREPARED BY</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Danish Craig                    |
| <b>UPDATED</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 01/10/2025                      |
| <b>APPROVED</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Asst. Prof. Dr. Yunus Luckinger |