

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Speculative Design and Art	GAME219	III	Theory 2	Practice 2	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	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(s)	Rihards Vitols	E-mail : rihards.vitols@arucad.edu.tr	
		Office : TI OFF 07	
Course Objectives	This course explores design and art practices that imagine alternative futures, challenge current social paradigms, and provoke critical reflection on technology, culture, and society. Students will investigate speculative design methodologies, critical design theories, and artistic strategies that engage with “what if” scenarios. Through research, discussion, and creative projects, they will develop speculative prototypes and artworks that question existing norms and propose imaginative alternatives. Emphasis is placed on critical thinking, conceptual development, and experimental approaches to design.		
Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Demonstrate an understanding of speculative design as artistic and game-based practices. Analyze how games and art can function as tools for imagining alternative futures, social critique, and cultural commentary.	Introduce theoretical frameworks and case studies of artists, designers,	Quick recall checks during class.

Course Content		and experimental games.	
	Develop original projects that integrate speculative methods.	Assignment for creating speculative objects.	Midterm: Short presentations on the project.
	Articulate the social, political, and ethical implications of speculative play in game design.	Peer playtesting and feedback sessions.	Short presentations on the group projects.
	Present speculative concepts and prototypes to peers, communicating complex ideas clearly.	Assignment for creating speculative game concept.	Final: Presentation of students projects
	Students will study key concepts in speculative design, game studies, and futurist theory while analyzing works by artists and designers who challenge cultural norms through play. Alongside theoretical grounding, the course emphasizes creative experimentation: students will prototype speculative projects using analog and digital methods, practice collaborative world-building, and develop systems, narratives, and aesthetics. Through critiques, writing, and presentation, they will reflect on the social and ethical implications of their work, situating it within broader cultural and technological contexts.		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Why speculate	T	No reading is required
2	Games as speculative worlds	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 1
3	Future cultures	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 2
4	Artifacts from the future	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 3

5	Designing for tensions & Dilemma	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 4
6	Midterm preparation	T/P	
7	Midterm Exam / Peer review on speculative artifact presentation	T	Student presentations / Peer review
8	Decolonizing the future	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 5
9	Translating worlds into game experiences	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 6
10	Narrative frames & storytelling	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 7
11	Aesthetics & atmosphere	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 8
12	Player experience & emotion design	T/P	The stuff games are made of. Pippin Barr. (Open source book) Chapter 9-10
13	Game exploration	T	Fundamentals of game design. Ernest Adams. QA76.76.C672 .A33 2014
14	Final Project Pre-Production I	T/P	Teacher instructions and guidance
15	Final Exam Week	T	Student presentations

Required Course Material(s) / Reading(s)/ Text Book(s)	Library Catalogue number: Fundamentals of game design. Ernest Adams. QA76.76.C672 .A33 2014 The stuff games are made of. Pippin Barr. https://direct.mit.edu/books/oa-monograph/5615/The-Stuff-Games-Are-Made-Of
Recommended Course Material(s)/ Reading(s) /Other	

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar	1	60
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade		
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.			X		
2	Knows the basic concepts and terminology related to the field of game design.			X		
3	Has knowledge about the history of computer and video games and developments in this field.			X		
4	Knows game design processes and related applications.			X		
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.					X
6	Has the ability to analyse analog and digital game genres.			X		

7	Has the ability to use contemporary game engines and problem solving skills.			X		
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.				X	
9	Has knowledge about media literacy.				X	
10	Has the competence to prepare projects based on ethical principles in game development processes.				X	
11	Has the competence to evaluate games as an art form.					X
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.				X	
13	Has the competence to take part and responsibility in game development teams.	X				
14	Has the competence to collect, analyze and interpret analytical data about games and players.	X				
15	Has the competence to develop and present a digital game project by using game design practices effectively.	X				
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.			X		

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		3	45
Preliminary Preparation and self- study	15		3	45
Mid-Term	1		20	20
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		20	20

Other				
TOTAL WORKLOAD				130
TOTAL WORKLOAD / 25				5,2
ECTS				5

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 life.

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	X
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	
	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/ Project/ Dissertation Assessment Details as below, and comply with 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 Advertisement production. Also, students are expected to design a creative advertisement piece 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. It is also vital to understand the effect of creativity input on the production process of advertisement.

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

PREPARED BY	Dr. Rihards Vitols
UPDATED	29.09.2025
APPROVED	Asst. Prof. Dr. Yunus Luckinger