

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Preliminary Senior Project	GAME 403	VII	Theory 2	Practice 2	3	8
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)	Assist.Prof.Dr. Yunus Luckinger	E-mail : yunus.luckinger@arucad.edu.tr Office : 1064	
Course Objectives	This course serves as the first phase of a two-part senior capstone experience in Game Design. It is designed to help students develop the foundational elements of their final senior project. Students will engage in pre-production, research, concept development, and early prototyping. The course focuses on project planning, team collaboration, and iterative design processes. By the end of this course, students will have a solid prototype and design document that will be further developed in the following semester.		
Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Students will be able to explain the general terminology and project planning processes.	Direct instruction technique	Midterm Jury: Project Submission
	Students will demonstrate and apply Game Design Documentations and apply development planning strategies	Direct instruction technique	Midterm Jury: Project Submission

Course Content	Students will produce a Prototype game and Game documentations suitable to the Game Design Pipeline.	Direct instruction technique	Final Jury: Project Submission
	By the end of this course, students should be able to: • Conceptualize and pitch an original game design idea. • Develop a comprehensive Game Design Document (GDD) outlining the core mechanics, narrative, aesthetics, and technical specifications. • Produce an early-stage playable prototype of their game. • Collaborate effectively within a team, applying leadership, communication, and problem-solving skills. • Analyze and apply user feedback for iterative improvement. • Demonstrate project management techniques, including timeline creation and resource management. Students will also be able to conceptualize and pitch original game ideas, develop comprehensive Game Design Documents (GDD), and create early-stage playable prototypes. They will gain practical experience in user testing, iterative design, and integrating feedback to refine their projects. Additionally, students will learn to collaborate effectively within teams, apply project management techniques, and demonstrate professional presentation skills. Through hands-on work with game engines and creative tools, students will enhance their technical and design knowledge, preparing them for the next stage of their senior project and future careers in game design.		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the Senior Project Overview of course goals, deliverables, and expectations. Introduction to the pitch process and design research. Brainstorming session.	T	Instructor notes
2	Game Concept Ideation Game ideation techniques. Research into current market trends, genres, and innovative design. Initial pitch session (low-fidelity concepts).	T/P	Instructor notes
3	Defining the Game Design Document (GDD) Structure of a GDD (mechanics, story, visual style, tech specs).	T/P	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019

	Writing the game concept and high-level overview.		
4	Mechanics, Systems, and Features Detailing core game mechanics and interaction systems. Prototyping basic mechanics using paper or digital tools.	T/P	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019
5	JURI	T/P	
6	Distribution of the Juri comments & corrections Narrative and World building Developing the story and setting of the game. Character creation and narrative structures in games.	T/P	Instructor notes
7	Playtesting and Feedback Loops Early playtesting techniques for concept validation. User feedback and iteration cycle.	T/P	Instructor notes
8	Prototyping I Developing a paper or digital prototype.	T/P	Instructor notes
9	Narrative & Story	T/P	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019
10	Art Direction and Aesthetics Defining visual and auditory elements. Creating mockups and mood boards for game aesthetics.	T/P	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019
11	Sound & Music in Game	T/P	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019
12	User interface and testing	T/P	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press /

			Taylor & Francis Group. Library code: QA76.76 .C672 2019
13	Iteration Refining mechanics and resolving design issues. Continuing user testing and feedback incorporation.	T/P	Instructor notes
14	Final Playtesting Conducting formal playtesting sessions. Finalizing key aspects of the prototype based on feedback.		Instructor notes
15	Finalizing the GDD Completing the full Game Design Document. Final revisions and preparation for presentations. FINAL JURI & SUBMISSION Final Presentations Final project presentations and playable prototype demonstrations. Peer and instructor critique session.		Instructor notes

Required Course Material(s) / Reading(s)/ Text Book(s)	External HDD or cloud storage. Working space and writing materials . Basic Stationaries and access to computer. Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019
Recommended Course Material(s)/ Reading(s) /Other	Salmond M., . (2020). Video game level design. New York: Bloomsbury Academic.. Library code: QA76.76.C672 .S26 2020 Sellers M., . (2018). Advanced game design. Boston: Addison-Wesley. Library code: QA76.76.C672 .S435 2018

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	40

Quiz	-	-
Assignment	-	-
Project	-	-
Field Study	-	-
Presentation / Seminar	-	-
Studio Practice	-	-
Other	-	-
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
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	-	4	60
Preliminary Preparation and self- study	15	-	4	60
Mid-Term	1	-	30	30
Quiz	-	-	-	-
Assignment	-	-	-	-
Project	-	-	-	-
Field Study	-	-	-	-
Presentation / Seminar	-	-	-	-
Studio Practice	-	-	-	-
Final Examination/ Final Project/ Dissertation	1	-	40	40
Other	-	-	-	-
TOTAL WORKLOAD				190
TOTAL WORKLOAD / 25				7.6
ECTS				8

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	X
	SDG 4: Quality Education	X
	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	
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	X
	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	
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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.

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

Late work cannot be accepted since it will be evaluated by the Juri.

PREPARED BY	Assist. Prof. Dr. Yunus Luckinger
UPDATED	15.10.2025
APPROVED	