

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Project and Portfolio III: Game Design	GAME 401	VII	Theory 2	Practice 4	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)	Assist. Prof. Dr. Yunus Luckinger	E-mail : yunus.luckinger@arucad.edu.tr Office : 1064	
Course Objectives	This Course is designed to get students prepared to work in projects from end to finish. Students are going to work on document preparation of a game project, pitching projects and then completing the pitched projects. This serves to prepare student to work in schedule with goals set by the projects they created and helps them grow their portfolio with a variety of game projects.		
Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Students will demonstrate and apply Game design principles and practices in projects documentations	Direct instruction technique	Midterm Jury: Project Submission
	Students will assess and critique other games and develop their own projects based on the assesments.	Direct instruction technique	Midterm Jury: Project Submission

Course Content	Students will design and produce prototype games to demonstrate learned techniques and principles.	Direct instruction technique	Midterm Jury: Project Submission Final Jury: Project Submission
	This course is heavily based on student research and development skills. Legal documentations from a variety of platforms will be discussed and how to prepare necessary projects in compliance to these kinds of platforms. Students will work on these projects until completion and submission to these platforms.		

COURSE OUTLINE/SCHEDULE

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the Project and Course requirements	T	Instructor notes
2	Idea Creation and Conceptualizing in game ideas for examination	T/P	Instructor notes Gibson Bond J., . (2023). Introduction to game design, prototyping, and development. Boston: Addison-Wesley. Library code: QA76.76.C672 B66 2023
3	Preparing Documentations for development of video game	T/P	Instructor notes Gibson Bond J., . (2023). Introduction to game design, prototyping, and development. Boston: Addison-Wesley. Library code: QA76.76.C672 B66 2023
4	Presentation of Projects How to pitch the idea for a Game	T/P	Instructor notes
5	JURI	T/P	
6	Distribution of the Juri comments & corrections	T/P	Instructor notes
7	Rapid Prototyping	T/P	Gibson Bond J., . (2023). Introduction to game design, prototyping, and development. Boston: Addison-Wesley. Library code: QA76.76.C672 B66 2023

8	Game Mechanics & Systems	T/P	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019
9	Narrative & Story	T/P	Instructor Guidance and Evaluation
10	Art & Aesthetics	T/P	Instructor Guidance and Evaluation
11	Sound & Music in Game	T/P	Instructor Guidance and Evaluation
12	User interface and testing	T/P	Instructor Evaluation
13	Preperation of Marketing and Adveritising Materials	T/P	Instructor notes
14	Preperation of Marketing and Adveritising Materials	T/P	Instructor Guidance and Corrections
15	FINAL JURI & SUBMISSION	T/P	

Required Course Material(s) / Reading(s)/ Text Book(s)	<p>External HDD or cloud storage. Working space and writing materials . Basic Stationaries and access to computer.</p> <p>Gibson Bond J., . (2023). Introduction to game design, prototyping, and development. Boston: Addison-Wesley. Library code: QA76.76.C672 B66 2023</p> <p>Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019</p>
Recommended Course Material(s)/ Reading(s) /Other	<p>Salmond M., . (2020). Video game level design. New York: Bloomsbury Academic.. Library code: QA76.76.C672 .S26 2020</p> <p>Sellers M., . (2018). Advanced game design. Boston: Addison-Wesley. Library code: QA76.76.C672 .S435 2018</p> <p>Hodent C., . (2018). The Gamer's Brain. Boca Raton, FL: CRC Press. Library code: GV1469.3 .H62 2018</p>

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	-	5	75
Preliminary Preparation and self- study	15	-	1	15
Mid-Term	1	-	15	15
Quiz	-	-	-	-
Assignment	-	-	-	-
Project	-	-	-	-
Field Study	-	-	-	-
Presentation / Seminar	-	-	-	-
Studio Practice	-	-	-	-
Final Examination/ Final Project/ Dissertation	1	-	20	20
Other	-	-	-	-
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5
















ECTS				5
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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	X
		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	X

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 can only receive full credit in extreme circumstances and will be penalized otherwise as follows:

- Over a day but less than two days late: **10% deducted**
- Over two days but less than a week late: **20% deducted**
- A week or more late: **Not accepted: 0%**

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