ARUCAD
Arkin University
of Creative Arts and Design

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
			Theory	**Practice**		
Introduction to Game Design	GAME101	I	2	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

Course Instructor(s)	Dr. Masoud Moradi	E-mail : masoud.moradi@arucad.edu.tr Office : TI-OFF18
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 designs.

Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Interact effectively in design discussions and critiques.	Lectures, seminars, peer feedback	Class participation, mid-term

	Identify and describe core gameplay elements (rules, balance, goals, feedback).	Lectures, gameplay deconstruction	Mid-term exam, final exam
	Distinguish design differences across major game genres..	Case studies, group analysis	Mid-term exam, presentation
	Apply critical-thinking skills to analyse existing games.	Play-analyse-discuss sessions	Mid-term exam, final exam
	Pitch game ideas clearly and persuasively.	Pitch workshops, mock panels	In-class presentation (20 %)
Course Content	- Effectively interact in discussions. - A foundational knowledge of game design and the ability to identify key elements which make up gameplay (e.g. rules, balance, goals, etc). - The ability to articulate design differences between genres. - Improved critical thinking skills through analyzing existing videogames. - Improved creative thinking skills through designing and prototyping unique games. - Improved public speaking and communication skills from pitching game ideas. Effective time management skills from completing projects and tasks on time.		

COURSE OUTLINE/SCHEDULE			
Week	**Topic**	**Implementation (theory/practice)**	**Required Reading, Preliminary preparation**
1	Introduction Getting to know the students and discussion on what they want to focus on	T	Instructor Lecture note
2	What is Game Design and what are games	T/P	Instructor Lecture note
3	Where Do Game ideas Come from ?	T/P	Instructor Lecture note
4	What Makes a Game Design Pitch good?	T/P	Instructor Lecture note
5	How to tell if the idea is bad?	T/P	Instructor Lecture note

6	Pitching	T/P	Instructor Lecture note
7	Creating motivating goals for Players	T/P	Instructor Lecture note
8	Revision		
8	Midterm		
9	Challenging players to reach these Goals	T/P	Instructor Lecture note
10	What to do to ensure your game isn't bad ?	T/P	Instructor Lecture note
11	What to do with play testing feedback?	T/P	Instructor Lecture note
12	What about end user experience?	T/P	Instructor Lecture note
13	What about Story?	T/P	Instructor Lecture note
14	Introduction to colour theory in game	P	Instructor Lecture note
15	Review	P	
16	Review	T	
17	Final Exam		

Required Course Material(s) / Reading(s)/ Text Book(s)	Game Design Workshop " by Fullerton, Tracy, QA76.76.C672 2019, Barcode: 0006129

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	20
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.		✓			

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hours)	16		3	48
Preliminary Preparation and self- study	16		3	48
Mid-Term	1		3	38
Quiz	-		-	-
Assignment	-		-	-
Project	-		-	-

Field Study	-		-	-
Presentation / Seminar	1		20	20
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		40	40
Other	-		-	-
TOTAL WORKLOAD				192
TOTAL WORKLOAD / 25				7.68
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.

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

PREPARED BY	Dr. Masoud Moradi
UPDATED	14.04.2025
APPROVED	