



COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Traditional Board game Design	GAME 207	I	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
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Course Instructor	Assist. Prof. Dr. Yunus Luckinger	E-mail : yunus.luckinger@arucad.edu.tr Office : 1064
Course Objectives	This course examines the practical foundation in game design with a focus on concept development, design decomposition, and prototyping through the creation of game ideas.	
Course Learning Outcomes	<ul style="list-style-type: none"> 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 analysing existing games. Ability to form and create a board game design. 	

Course Content	The Course is focused on expanding the view on what games are and how they differ from their digital counterparts.
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COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementati on (theory/practi ce)	Required Reading, Preliminary preparation
1	Introduction Getting to know the students and Discussion	T	
2	What are Board game and history of board games	T/P	The Art of Game Design
3	Where Do Game ideas Come from ?	T/P	Kobold Guide to Board Game Design.
4	Board game mechanics	T/P	Kobold Guide to Board Game Design.
5	Board game mechanics	T/P	Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms
6	Challenging players to reach these Goals	T/P	The Art of Game Design
7	Prototyping Using production machineries	T/P	Provided by the Teacher
8	Midterm		
9	Types and forms of board games	T/P	The Art of Game Design
10	Recreation of iconic board games and themes.	T/P	Provided by the Teacher
11	Board game visualization	T/P	Provided by the Teacher
12	What matters in game design	T/P	Provided by the Teacher
13	Cultural Features in board games	T/P	The Art of Game Design

14	Final Board game reviews	P	
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Required Course Material(s) / Reading(s)/ Text Book(s)	Carton Paper 2 Scissors & cutters Glue Notebook
Recommended Course Material(s)/ Reading(s) /Other	Selinker, M., Howell, D., Tidball, J., Levy, R. C., Forbeck, M., Garfield, R., Jackson, S., Yu, D., Ernest, J., & Daviau, R. (2021). Kobold Guide to Board Game Design. Open Design LLC. Engelstein, G., & Shalev, I. (2019). Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms (1st ed.). CRC Press. Schell, J. (2019). The Art of Game Design: A Book of Lenses, Third Edition (3rd ed.). A K Peters/CRC Press.

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	-	-
Quiz	-	-
Assignment	1	40
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	To know and explain the basic concepts, theories, institutional structures of communication.					√
2	To know the history of the game industry and the foundational theories of game design, thus, to be able to explain the terms of professions, professional ethical roles and responsibilities of the profession.			√		
3	The ability to follow the technological and socio-cultural developments and understand the impact of these development on the game industry and observe the changes.				√	
4	The ability to take part in international working environments and be able to analyse the international game industry's needs.			√		
5	Knowledge of count design, pattern manipulation and terminology for game and production tools.		√			
6	Being able to produce, designs, create and program application works in the production processes related to this profession.			√		
7	Knowledge of the basic principles and processes related to the narrative, aesthetics, technical elements of audio-visual animated and interactive content, and distinguishing successful or unsuccessful works with these aspects.				√	
8	The awareness that each design involves social contexts and in some cases, ethical choices, being able to analyse and evaluate these situations.				√	
9	Ability to solve problems using resources to find the best solutions to game development challenges.					√
10	Ability to create, develop and manage professional workflows,			√		
11	Ability to communicate effectively with colleagues, customers, and colleagues in the industry, in a professional context, using written, oral, and up-to-date communication technology.				√	

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOURLY	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	14		4	56
Preliminary Preparation and self- study	14		1	14
Mid-Term	-		-	-
Quiz	-		-	-
Assignment	1		12	12
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	1		14	14
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		24	24

Other	-		-	-
TOTAL WORKLOAD				120
TOTAL WORKLOAD / 25				4,8
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 lives.

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.

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

Final Grades will be determined according to the Course Learning Activities and Final Examination Assessment Details as indicated below, and comply by the Education and Examination Regulation set forth by the University.

PREPARED BY	Assist. Prof. Dr. Yunus Luckinger
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UPDATED	24-10-2022
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APPROVED	
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