

COURSE SYLLABUS

| Course Title | Course Code | Semester | Course Hour/Week | | Credit | ECTS |
|-----------------|--------------------------------|---------------------|-----------------------------|---------------------|--|-------|
| Toy Design | GAME215 | III | 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 | | - | |

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|-------------------------|---------|
| Language of Instruction | English |
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| Course Instructor | Can Friedrich Luckinger | E-mail : can.luckinger@arucad.edu.tr |
| Course Objectives | Toy Design aims to introduce students to fundamental craft techniques for prototyping, testing and launching Toys as a product. Via practical experience in all steps of the toy designing process. | |
| Course Learning Outcomes | At the end of this course the students will have gained extensive knowledge in the Development, Testing, Prototyping and Finalizing. They will be able to use basic craft equipment and software to prototype and produce toys for commercial use. | |
| Course Content | <ul style="list-style-type: none"> - Understand steps in development of toys as a product - Prototype Toys for testing - Operate Software to aid in the design process of toys - Produce and Package a Toy | |

| COURSE OUTLINE/SCHEDULE | | | |
|-------------------------|---|-------------------------------------|---|
| Week | Topic | Implementation (theory/practice) | Required Reading, Preliminary preparation |
| 1 | History of Toys, Tool Familiarization and concept development. | T | Teacher Notes |
| 2 | Material overview and Cardboard Toy development | T/P | |
| 3 | Cardboard Construction techniques and Practice | T/P | |
| 4 | Paper Toy design overview, conceptualization and experimentation. | T/P | |
| 5 | Educational Toys and their aim | T/P | Teacher Notes |
| 6 | Upcycling and Recycling in toy design. | T/P | |
| 7 | Storytelling in Toy design | T/P | Teacher Notes |
| 8 | MIDTERM SUBMISSION | | |
| 9 | Mechanical Motion for toy design. | | Teacher Notes |
| 10 | Co-operative Toy design features and practice | T/P | Teacher Notes |
| 11 | Introduction to Traditional Board Games | T/P | Teacher Notes |
| 12 | Board game mechanics expanded | | Teacher Notes |
| 13 | Toy packaging Introduction | T/P | |
| 14 | Final Project Conceptualization and Sketching | T/P | |
| 15 | Final Project Feedback and Packaging | | |
| 16 | Final Project Finalization and Feedback | | |
| 17 | FINAL SUBMISSION | | |

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| Required Course Material(s) / Reading(s)/ Text Book(s) | Materials: Box cutters/Scalpel, Glue(either 2 part architectural glue or hot glue), Black marker, Ruler, paper a4 cardstock Balsa sheets |
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| Recommended Course Material(s)/ Reading(s) /Other | Recommended Readings: Heimann, J., & Heller, S. (2021). <i>Toys: 100 Years of all-american toy ads</i> . Cologne (Allemagne): Taschen. |
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| ASSESSMENT | | |
|---|--------|-------------|
| Learning Activities | NUMBER | WEIGHT in % |
| Mid-Term | 1 | 30 |
| Quiz | - | - |
| Assignment | 1 | 20 |
| Project | - | - |
| Field Study | - | - |
| Presentation / Seminar | - | - |
| Studio Practice | - | - |
| Other | - | - |
| Contribution of Final Examination/Final Project/ Dissertation to the Final Grade | 1 | 50 |
| 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 | Enable students to develop knowledgeable, critical and creative approaches to understanding the principles of Game Development in contemporary culture. | √ | | | | |
| 2 | Develop an understanding of the distinct qualities of the discipline and its major assumptions, debates and theoretical models. | | | √ | | |
| 3 | Create an understanding of the impact and importance of game culture in its diverse global forms. | | | | √ | |
| 4 | Offer the opportunity to take rigorous practice-based courses in game graphic design, interactive media, animation, including web design and video production, alongside the theoretical analysis of visual representation, representations in game, in its social context). | | | | | √ |

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|----|--|---|--|---|---|---|
| 5 | Promote intellectual curiosity and the use of evidence-based argument and discussion, both orally and written. | √ | | | | |
| 6 | Encourage students to develop as reflective, critical, independent thinkers who will go on to actively and enthusiastically engage with the wider world. | | | | √ | |
| 7 | Have an understanding of different eras of game culture and its historical development. | | | √ | | |
| 8 | Work as a professional, maintaining high standards of practice and adapt to a rapidly changing environment and gain the ability to work in a team. | | | | | √ |
| 9 | Understand visual cultures within a variety of past societies, contemporary and future design trends in game development. | | | | √ | |
| 10 | Develop the knowledge of below and above the line visual design in a commercial context. | | | | √ | |
| 11 | Understand the terminology and methodology of critical visual analysis for design and games. | | | | | √ |

| 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 | 5 | | 1 | 5 |
| Mid-Term | 1 | | 10 | 10 |
| Quiz | - | | - | - |
| Assignment | 1 | | 20 | 20 |
| Project | - | | - | - |
| Field Study | - | | - | - |
| Presentation / Seminar | - | | - | - |
| Studio Practice | - | | - | - |
| Final Examination/ Final Project/ Dissertation | 1 | | 30 | 30 |
| Other | - | | - | - |
| TOTAL WORKLOAD | | | | 125 |
| TOTAL WORKLOAD / 25 | | | | 5 |
| ECTS | | | | 5 |

| ETHICAL RULES WITH REGARD TO THE COURSE |
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| <p>Plagiarism Disclaimer</p> <p>Detected and undetected plagiarism is a serious offense at any time and it could have devastating effects on your degree result and future professional lives.</p> <p>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.</p> <p>Use of A.I. is strictly prohibited and will be seen as plagiarism.</p> |

| ASSESSMENT DETAILS AND EVALUATION CRITERIA: | |
|---|-------------------------|
| <p>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.</p> <p>Throughout the course, students will learn the theory of toy design and put into practice what they have learned to create, refine and package their own toys</p> <p>Midterm Submission is based on a section given prior to the midterm in which students are expected to follow the instructions of the assignment and each section has its own evaluation criteria which are mentioned to the students with the assignment.</p> <p>Please beware that the class uses teams. Thus, submissions have to be made Printed and digitally.</p> <p>Late work can only receive full credit in extreme circumstances and will be penalized otherwise as follows:</p> <ul style="list-style-type: none"> • Over a day but less than two days late: 10% deducted • A week or more late: Not accepted: 0% | |
| PREPARED BY | Can Friedrich Luckinger |
| UPDATED | 20/09/2024 |
| APPROVED | |