

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Project & Portfolio - I	GAME 305	5	Theory 2	Practice 2	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)	Dr. Masoud Moradi	E-mail : masoud.moradi@arucad.ed.tr	
	Office :		
Course Objectives	This Course is designed to get students prepared to work in project 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	Evalutation Methods
	How to prepare Game Documentation	- Lectures - Instructor's notes	- Midterm jury - Final jury
	How to create documentations for development	- Lectures - Case studies	Final jury, Final project

Course Content	Pitch and present concepts convincingly to juries/clients..	Pitch labs, mock panels	- Midterm jury - Final jury
	Reflect on feedback, iterate rapidly and manage scope.	Sprint reviews, corrective workshops	Mid-term & Final assessments
	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	Implementati on (theory/practi ce)	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
3	Preparing Documentations for development of video game	T/P	Instructor notes
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	Instructor notes
8	MIDTERM Submission		
9	Game Mechanics & Systems	T/P	Instructor notes
10	Narative & Story	T/P	

11	Art & Aesthetics	T/P	
12	Sound & Music in Game	T/P	
13	User interface and testing	T/P	
14	User interface and testing	T/P	
15	Corrections and developing to finish project.	T/P	
16	Corrections and developing to finish project.	T/P	
17	FINAL JURI & SUBMISSION		

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.
Recommended Course Material(s)/ Reading(s) /Other	

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.	✓				
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	HOURLY	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		4	60
Preliminary Preparation and self- study	15		3	45
Mid-Term	1		10	10
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		12	12
Other				
TOTAL WORKLOAD				132
TOTAL WORKLOAD / 25				5.1
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE
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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/ Project/ Dissertation Assessment Details as below, and comply by the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn 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 very important input for learning process for the students. It is also vital to understand the effect of creativity input for the production process of advertisement.

Midterm Submission is based on section given prior to the midterm in which student are expected to follow the instructions of the assignment and each section has its own evaluation criteria's which are mentioned to the students with the assignment.

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 Jury

PREPARED BY	Masoud Moradi
UPDATED	14.04.2025
APPROVED	