

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Senior Project	GAME 404	VIII	Theory 2	Practice 2	3	10
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 the second phase of the two-part Senior Capstone experience in Game Design. Building on the prototype and design document developed during Phase I, students will transform their early concepts into a polished, fully functional game. Emphasis is placed on advanced production techniques, iterative playtesting, asset integration, and comprehensive documentation, all while fostering robust team collaboration and effective project management. In addition, students will develop a publishing strategy by creating a professional landing page and launching their game to a broader audience.		
Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Students will be able to explain the general terminology and project planning processes.	Direct instruction technique	Midterm Jury: Project Submission
	Students will demonstrate and apply Game Design Documentations and apply development planning strategies	Direct instruction technique	Midterm Jury: Project Submission

Course Content	Students will produce a Prototype game and Game documentations suitable to the Game Design Pipeline.	Direct instruction technique	Final Jury: Project Submission
	By the end of the course, students will be able to: <ul style="list-style-type: none"> • Evolve a working prototype into a fully operational game project. • Apply advanced production methodologies to streamline development and asset integration. • Conduct iterative testing cycles and incorporate feedback effectively. • Manage team dynamics and project workflows in a collaborative setting. • Create and publish a professional landing page that effectively markets their game. Deliver a final project presentation that communicates the project's vision, process, and outcomes.		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the Senior Project Overview of course goals, deliverables, and expectations. Introduction to the pitch process and design research. Brainstorming session.	T	Instructor notes
2	Project Kickoff & Scope Finalization <ul style="list-style-type: none"> • Review outcomes from Phase I. • Define final project goals, scope, and milestones. • Establish roles, responsibilities, and communication channels within teams. 	T/P	Instructor notes Sellers M., . (2018). Advanced game design. Boston: Addison-Wesley. Library code: QA76.76.C672 .S435 2018
3	Production Planning & Workflow Development <ul style="list-style-type: none"> • Develop detailed production plans and timelines. • Address resource allocation and risk management. 	T/P	Instructor notes Sellers M., . (2018). Advanced game design. Boston: Addison-Wesley. Library code: QA76.76.C672 .S435 2018
4	Production Planning & Workflow Development <ul style="list-style-type: none"> • Introduce advanced project management tools and techniques. 	T/P	Sellers M., . (2018). Advanced game design. Boston: Addison-Wesley. Library code: QA76.76.C672 .S435 2018
5	Development Review	T/P	Instructor Guided Session
6	Development & Iterative Prototyping <ul style="list-style-type: none"> • Implement advanced game mechanics and production features. 	T/P	Instructor notes & Instructor Guided Session

7	Development & Iterative Prototyping <ul style="list-style-type: none"> Engage in iterative design cycles: build, playtest, and refine. 	T/P	Instructor notes & Instructor Guided Session
8	MIDTERM JURI Midterm presentation: game concept and early prototype review.		
9	Sound Production & Asset Development	T/P	Instructor notes & Instructor Guided Session
10	Sound Production & Asset Development	T/P	Instructor notes & Instructor Guided Session
11	Asset Integration & Game Polish <ul style="list-style-type: none"> Integrate final art, sound, animation, and UI components. 	T/P	Instructor notes & Instructor Guided Session Salmond M., . (2020). Video game level design. New York: Bloomsbury Academic.. Library code: QA76.76.C672 .S26 2020
12	Asset Integration & Game Polish <ul style="list-style-type: none"> Focus on game balance, performance optimization, and bug fixing. Conduct internal quality assurance testing. 	T/P	Instructor notes & Instructor Guided Session Salmond M., . (2020). Video game level design. New York: Bloomsbury Academic.. Library code: QA76.76.C672 .S26 2020
13	Playtesting and Feedback Loops Early playtesting techniques for concept validation. User feedback and iteration cycle.	T/P	Instructor Guided Session
14	Introduction to Steam and Alternative Publication Platforms <ul style="list-style-type: none"> Preparing advertisement Preparing Shopfronts Keyword and trend Advertorials 	T/P	Instructor notes
15	Final Documentation, Publishing & Presentation Preparation <ul style="list-style-type: none"> Finalize all project documentation, including design rationale, technical specifications, and user manuals. Develop a comprehensive publishing plan. Create a landing page that showcases the game's concept, features, screenshots, and, if available, a gameplay trailer. Publish the game on the designated platform(s) (e.g., school server, itch.io, or other approved outlets). Prepare final presentation materials: demos, slide decks, and supporting artifacts. 	T/P	Instructor Guided Session

	<ul style="list-style-type: none"> Conduct rehearsals and receive feedback for presentation refinement. 		
16	Final Project Preparation <ul style="list-style-type: none"> Presentation overview Data collection Revisions 	T/P	Instructor Guided Session
17	FINAL JURI & SUBMISSION <ul style="list-style-type: none"> Deliver a formal final presentation to faculty, peers, and industry professionals. Demonstrate the complete, published game along with the landing page and publishing strategy. Participate in a reflective session to discuss lessons learned and future directions. 		

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. Salmond M., . (2020). Video game level design. New York: Bloomsbury Academic.. Library code: QA76.76.C672 .S26 2020 Sellers M., . (2018). Advanced game design. Boston: Addison-Wesley. Library code: QA76.76.C672 .S435 2018
Recommended Course Material(s)/ Reading(s) /Other	Fullerton T., . (2019). Game Design Workshop. Boca Raton, FL: CRC Press / Taylor & Francis Group. Library code: QA76.76 .C672 2019 Gibson Bond J., . (2023). Introduction to game design, prototyping, and development. Boston: Addison-Wesley. Library code: QA76.76.C672 B66 2023 Hodent C., . (2018). The Gamer's Brain. Boca Raton, FL: CRC Press. Library code: GV1469.3 .H62 2018

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	HOURLY	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15	-	4	60
Preliminary Preparation and self- study	15	-	4	60
Mid-Term	1	-	60	60
Quiz	-	-	-	-
Assignment	-	-	-	-
Project	-	-	-	-
Field Study	-	-	-	-
Presentation / Seminar	-	-	-	-
Studio Practice	-	-	-	-
Final Examination/ Final Project/ Dissertation	1	-	60	60
Other	-	-	-	-
TOTAL WORKLOAD				240
TOTAL WORKLOAD / 25				9.6
ECTS				10

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.

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 cannot be accepted since it will be evaluated by the Juri.

PREPARED BY	Assist. Prof. Dr. Yunus Luckinger
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UPDATED	22.02.2025
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APPROVED	
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