Vak: Game Design   credits: 4

Vakcode	CMVB19EL2	**Werkvormen**	Werkcollege
Naam	Game Design	**Toetsen**	Game Design - Overige toetsing
Studiejaar	2020-2021		
ECTS credits	4		
Taal	Engels		
Coördinator	O.M.N.C. Jansen		

Leeruitkomsten

- The student is able to generate and manipulate creative concepts for digital interactive prototypes for services and user experiences. The focus is on combining user requirements, user objectives, domain knowledge and tools (media, technology) in a structured format. (A2, A3, C1)

- The student uses and experiments with digital tools in order to convey the message of their digital interactive prototype. (C3)

- The student is able to design concepts and instantiate concepts into prototypes. (B2, C1)

- The student is able to gather enthusiasm for his/her design ideas with stakeholders and users. The student is able to convincingly communicate the added value of the innovation/product in an inspiring manner. (G1)

- The student evaluates and iterates upon the design in order to achieve the intended goal. (D1)

Inhoud

Content

In the Game Design course, you will be able to deepen out one of the specific GD-roles (e.g., game designer, game artist, and game developer) throughout the second year this we will go deeper into advancing your skills as a game designer and usage of tools used by designers in the industry. There will be an individual assignment using these tools and skills practiced in the course.

Objective

Create a game to show your capabilities as a game designer. Explain in a written game design document (GDD) what your game is about with the focus on level design. Develop a level of your game according to your level design.

Goal

The student will be able to come up with a game concept and translate this into a prototype of a level design while thinking about how the elements of level design work together.

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT

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