<table>
<thead>
<tr>
<th>Course</th>
<th>Game Design – from Concepts to Implementation, 3 ECTS credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Year and period</td>
<td>M.Sc. 1–2, 22–26 July 2019</td>
</tr>
</tbody>
</table>
| Teacher(s) | Dario Deponti, User Experience and Game Designer, Studio Clangore, Italy  
Giacomo Cappellini, Research Fellow, National Research Council, Italy |
| Person(s) in Charge | Antti Knutas, Project Manager, LUT University |
| Aims | After the course, student should be able to:  
- Understand the basics of game design, the process, general concepts, architectures and infrastructures within the game design.  
- Estimate technical requirements for videogames.  
- Prototype a simple game. |
| Content | - Introduction to game design game elements analysis.  
- Introduction to interface design and game interaction design.  
- Introduction to Unity3D: 2D and 3D scene construction, game logic, asset management, gameobject scripting, physics and multi-platform deployment.  
- Implementation of a simple game in Unity3D. |
| Modes of Study | - Lectures 15 hours  
- Exercises 20 hours  
- Assignment 39 hours  
- Seminar 4 hours  
Total 78 hours |
| Evaluation | Final grade 0-5:  
- Active class participation 20%  
- Assignment 80% |
| Study Materials | Readings and assignments to be announced in the class. |
| Prerequisites | Basic knowledge of Object Oriented Programming. |