

<b>Course</b>	<b>Game Design – from Concepts to Implementation, 3 ECTS credits</b>
<b>Year and period</b>	M.Sc. 1–2, 22–26 July 2019
<b>Teacher(s)</b>	Dario Deponti, User Experience and Game Designer, Studio Clangore, Italy  Giacomo Cappellini, Research Fellow, National Research Council, Italy
<b>Person(s) in Charge</b>	Antti Knutas, Project Manager, LUT University
<b>Aims</b>	After the course, student should be able to: <ul style="list-style-type: none"> <li>- Understand the basics of game design, the process, general concepts, architectures and infrastructures within the game design.</li> <li>- Estimate technical requirements for videogames.</li> <li>- Prototype a simple game.</li> </ul>
<b>Content</b>	<ul style="list-style-type: none"> <li>- Introduction to game design game elements analysis.</li> <li>- Introduction to interface design and game interaction design.</li> <li>- Introduction to Unity3D: 2D and 3D scene construction, game logic, asset management, gameobject scripting, physics and multi-platform deployment.</li> <li>- Implementation of a simple game in Unity3D.</li> </ul>
<b>Modes of Study</b>	<ul style="list-style-type: none"> <li>- Lectures 15 hours</li> <li>- Exercises 20 hours</li> <li>- Assignment 39 hours</li> <li>- Seminar 4 hours</li> </ul> <p>Total 78 hours</p>
<b>Evaluation</b>	Final grade 0-5: <ul style="list-style-type: none"> <li>- Active class participation 20%</li> <li>- Assignment 80%</li> </ul>
<b>Study Materials</b>	Readings and assignments to be announced in the class.
<b>Prerequisites</b>	Basic knowledge of Object Oriented Programming.