



ECTS COURSE INFORMATION FORM

School/Faculty/Institute	Faculty of Arts, Design and Architecture	
Program	B.Sc. in Architecture	Elective

Course Code	ARC 451
Course Title in English	Game Design
Course Title in Turkish	Oyun Tasarımı
Language of Instruction	English
Type of Course	Flipped Learning
Level of Course	Undergraduate
Semester	Fall / Spring
Contact Hours per Week	Lecture: - Recitation: - Lab: - Studio: 3
Estimated Student Workload	115 hours per semester.
Number of Credits	5 ECTS
Grading Mode	Standard Letter Grade
Pre-requisites	None
Expected Prior Knowledge	None
Co-requisites	None
Registration Restrictions	Only Undergraduate 3 rd and 4 th year Students
Overall Educational Objective	To enhance design skills to a higher level by focusing on user-oriented design thinking and hyper-casual game design
Course Description	Game design process is similar to architectural design in many aspects such as; context relations, conceptual thinking, storytelling, structure, etc... The course focuses on hyper-causal games design. A software structure will be designed as a collective work. For this purpose, we will use Unity Engine and Playmaker plugin to convert hands on mockups to the digital world. The course also explores essentials of level design. Finally the game demos will be created within the context of digital world.
Course Description in Turkish	Bu ders hyper-casual oyun tasarımı üzerine kuruludur. Derste yazılım taslakları oluşturma yolları; kollektif çalışma ile fiziksel mekanda gösterilecek daha sonra ise dijital aktarılacaktır. Üretilen maketleri dijital dünyaya aktarırken Unity oyun motoru ve Playmaker eklentileri kullanılacaktır. Derste aynı zamanda oyunlarda mekan tasarımı incelikleri üzerinde durulacaktır. Sonuç olarak dijital dünyanın bağlamında oyun demoları üretilmiş olacaktır.
Course Learning Outcomes and Competences	Upon successful completion of the course, the learner is expected to be able to: <ol style="list-style-type: none">1. understand the power of the game engines in architecture;2. design and represent virtual environments;3. design a game/software/program structure.
Relation to Program Outcomes and Competences: N=None S=Supportive H=Highly Related	

Program Outcomes and Competences	Level	Assessed by
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	N/S/H	Exam, Project, HW, Lab, Presentation, etc.
1. Ability to read, write and speak effectively in Turkish and English, equivalent to a B2 European Language Passport Level in English.	S	
2. Ability to question and interpret ideas considering diverse points of view; gather and use data, develop concepts related to people, places and the environment, and make individual decisions.	S	
3. Ability to use appropriate graphical methods including freehand and digital drawing techniques, (ECDL advanced) in order to develop ideas in addition to communicate the process of design.	H	Assignments, HW, Presentations
4. Understanding the theories and methods used to describe the relationship between human behavior and physical environment; and concurrently understanding different needs, values, behavioral norms, social and spatial patterns of different cultures.	S	
5. Ability to apply various stages of design processes considering the client and user needs, which include space and equipment requirements besides site conditions and relevant laws and standards.	S	
6. Understanding the role of applied research in determining function, form and systems and their impact on human conditions and behavior.	N	
7. Ability to understand the principles and concepts of different fields in multidisciplinary design processes and the ability to work in collaboration with others as a member of the design team.	N	
Prepared by and Date	İrem Korkmaz 09.03.2020	
Semester	Fall/Spring 2019-2020	
Name of Instructor	Egemen Nardereleli, Onur Karaduman	
Course Contents	Week	Topic
	1.	Introduction
	2.	Game Design Presentation
	3.	First Game! (Workshop)
	4.	Introduction to Unity
	5.	Introduction to Playmaker
	6.	UX / UI Design Skype Presentation
	7.	Create ideas for the final project
	8.	Final Project Student Presentations
	9.	Content creation tool: 3Ds Max
	10.	Desk crit and technical support
	11.	Desk crit at a game studio
	12.	Desk crit and technical support
	13.	Desk crit and technical support
	14.	Final Presentations and demos
	15.	Final Evaluation
	16.	Final Evaluation
Required/Recommended Readings	Recommended Reading: http://8kindsoffun.com Jesse Schell, The Art of Game Design Edward Casey, The Fate of Place: A Philosophical History	
Teaching Methods	The methodology unfolds the use of Game Design to a conceptual experience design should engage from the earliest stages of the design process. Through the use of game engines and content creation tools, game design also studies user-oriented products and experiences.	
Homework and Projects	3 Assignments and a Final Submission	
Laboratory Work	-	
Computer Use	Yes	

Other Activities	-
Assessment Methods	1. Performance in studio: 20 points 2. Submissions: 30 points 3. Final Submission 50 points
Course Administration	Office: Egemen Narderele, Onur Karaduman Email: narderele@mef.edu.tr karadumano@mef.edu.tr Attending both submissions including the Final Submission are crucial elements in the final grade. Late submissions will not be accepted. 70% attendance are compulsory for a successful outcome. Academic Dishonesty and Plagiarism: YÖK Disciplinary Regulation.

Activity	Weeks per Semester (A)	Hours			Calculation	Explanation
		Allocated for the Activity (B)	Spent on the Activity Itself (C)	Remaining for the Activity (D)		
Lecture	5	1	1	2	20	A*(B+C+D)
Lab etc.					0	
Midterm(s)					0	A*(B+C+D)
Project, Presentation	3	5	5	5	45	A*(B+C+D)
Final Assignment	1	10	10	30	50	A*(B+C+D)
Total Workload					115	
Workload/25					4,6	
ECTS					5	