



DBLN CPSI 4495

This course is being offered at Griffith College, CAPA's academic partner in Dublin. The Irish academic system differs from the US, particularly with grading. Griffith College professors expect students to undertake a good deal of independent study to achieve a high mark in their classes. For additional information about this class, please contact the Boston Program Advising Team at 1-800-793-0334.

Game Design

Continuous Assessment: 100%

Intended Module Learning Outcomes

On successful completion of this module the learner will be able to:

1. Identify the atomic parts of a game (Tokens, rules, dynamics etc.)
2. Understand the play mechanics of a game

3. Identify approaches to Games Design
4. Apply design methodology in developing a game
5. Discuss issues relevant to Interface design

Module Objectives

The module introduces the learner to the issues and methodologies behind the rules and play of games. It introduces the fundamental ideas behind the design of electronic and non-electronic games. Learners are introduced to how games function to construct experiences using rule design, play mechanics, game balancing, and the integration of visual, audio and textual elements into the game. They are also introduced to the iterative nature of the design methodology, games documentation and play testing.

Module Curriculum

User Interface Design

- Usability / Interface Design / User Experience / User-Centred Design / Research / User Analysis / Wire-framing / Design Principles
- Designing for mobile devices

Play Mechanics

- What are the rules and how are they structured?
- Creating a balance of obstacles/aids, penalties/rewards
- Discrete/continuous input
- Deterministic/random outcome
- Information flow

Game Theory

- Two player games and strategies
- Payoff matrices

Approaches to Games Design

- Bottom-up versus Top-down design
- Design for the moment
- Building gameplay from within a story and setting
- Game genre and platform affects

Generating Ideas

- Brainstorming
- Identifying systems
- Turning ideas into game concepts
- Evaluating concepts
- Design documents
- Prototyping

Design Methodology

- Developing the concept
- Evaluating the concept
- Constraints
- Create, Test, Change and Repeat