Applied Game Design (G&I-UU-AGD-20)

General information

Course ID
G&I-UU-AGD-20

Course type
Module

Credits (ECTS)
4 ECTS

Language of instruction
Dutch, English

Study Year

Offered by
HKU Games and Interaction

Contact time (hours)
30

Self-tuition (hours)
82

Course information

Content 1
In the module, you learn to design a prototype for an applied game. You start working on an applied objective you have chosen and make and test a design by making a game or applying game principles to a design. Giving presentations is an important part of the module, focusing on being convincing of the effectiveness of the solution you have designed.

Learning objectives
You learn to make applied games and conduct the necessary preliminary research.
You learn to critically explore the effects of applied games.
You learn to make prototypes so you can test applied game concepts.
You learn to convince others of your concept and execution and presentation.

Competences

Competences

- 01. Technical expertise and analysis
  Technological competences

- 02. Design and prototyping
  Technological competences

- 04. Research and analysis

Designing competences

- 05. Conceptualisation
  Designing competences

- 06. Design
  Designing competences

- 10. Communication
  Organizing competences

- 11. Learning and reflective skills
  Professional competences

Education forms

Information Instructional modes
Lectures, tutorials, feedback in class and practical lessons

Attendance / Participation requirement
100% attendance. If you are absent, you have to complete a replacement assignment in consultation with the lecturer.

Instructional modes

- Lecture

- Practical

- Working group

Assessment criteria

Assessment criteria
- You have conducted reference research (into relevant, current games). This preliminary research serves as inspiration for your own design.
- You are able to establish a realistic and feasible 'applied' objective for the game (taking into account the target group, location and use of the potential game)
- During play testing, you are able to select core mechanics that are very likely to have a strong (desired) impact on the target group.
- You can build and test a paper prototype.
- Based on interviews or observation, you can give an initial indication of the degree to which the applied objective has been achieved.
- You are able to convincingly present your game design and its possible effect.

Pass mark
All criteria must be complied with to obtain a pass.

Deliverable
At the end of module, you present a prototype for an applied game, indicating the degree to which the applied objective has been achieved.

Tests

Lecturer / Committee Assessment
Lecturer Assessment

Tests

- Applied Game
  Assignment

  Test weight
  100

  Minimum grade
  A satisfactory result

  Credits
  4

  Grading scale
  Differentiated (VG, G, PASS, FAIL)

Lecturers

Lecturer

- K Groeneveld

- K Millenaar

Contact person

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