

2023

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## Core Module Game Design - Game Feel (GDS-2-GAMEFEE-21)

### General information

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Course ID

GDS-2-GAMEFEE-21

Course type

Module

Credits (ECTS)

4 ECTS

Language of instruction

Dutch, English

Study Year

Year 2

Offered by

HKU Games and Interaction

Contact time (hours)

30

Self-tuition (hours)

82

### Course information

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Content 1

The game designer's production is not always immediately visible within the development project. The game system supports the experience but is not immediately visible to the end user. In addition, the task of the game designer shifts throughout the development from concept development to making digital prototypes to fine tuning variables. The role of the game designer may also differ depending on the project and the size of the development teams.

This second Game Design Core Module aims to give the designer the tools to take ownership of the game design and assume a central role within the project team. You will make your own prototype, then develop it during the rest of the course using the play tests with fellow students. You work towards a polished version of the game and upload it to itch.io.

Learning objectives

At the end of the module,

- you have the necessary skills to define a creative vision and maintain it during the development process.
- you learn to identify the core of the game experience and make design choices based on well-founded design objectives.
- you have tools for fulfilling your role as game designer within the upcoming project.
- you gain more insight into and resources for optimising the design variables within a game system at a detailed level.

- you iterate your design, based on user and usability testing.
- the game designer acquires more skills for connecting the 'game feel' to the formulated design objectives.

Entrance requirements

Prior knowledge of a game engine (Unity, Unreal, Godot or Game Maker oid) is required.

## Competences

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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

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Information Instructional modes

- Active participation in lectures
- Play testing in class
- Individual iteration on your game
- Reflection on your own and others' prototypes

Attendance / Participation requirement

100% attendance obligation

Instructional modes

- Group lesson

## Assessment criteria

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Assessment criteria

- Explicitly and clearly formulated objective.
- Substantiation of the effectiveness of design decisions on the basis of formulated objectives.
- Substantiated choices with regard to game feel (reflection + iteration).
- Technical development
- Documentation (video of the final game with explanation of design choices and iteration, link to itch.io)

Pass mark

All subassignments must obtain at least a pass.

#### Deliverable

You make one detailed game with several iterations (one iteration per week). The game is not so much about creativity/originality, but more about ensuring a good look and feel for the game (game juice). It is important to test each iteration of your game in order to justify your design iterations.

It is advisable to use a game from the Rapid Prototyping Core Module as your point of departure.

It is allowed to use Ai generated works, but it is advised to create your own.

## Tests

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Lecturer / Committee Assessment

Lecturer Assessment

Participation requirements for interim examinations

- You have completed all the interim assignments set by the lecturer.
- 100% attendance of lessons.

#### Tests

- Test

Assignment

Test weight

100

Minimum grade

A satisfactory result

Credits

4

Grading scale

Differentiated (VG, G, PASS, FAIL)

## Lecturers

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Lecturer

- G Kampen
- K Groeneveld
- V Muijers

## Contact person

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V Muijers

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