2023

Core Module Game Design - Rapid Prototyping (GDS-2-RAPIDPR-21)

General information

Course ID
GDS-2-RAPIDPR-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)
36

Self-tuition (hours)
76

Course information

Content 1
In this module you learn to rapidly and efficiently prototype your ideas into a digitally playable product. To acquire this skill, you will be asked several times to prototype a game under time pressure, then further develop it based on feedback from your classmates.

Learning objectives

- You learn to rapidly prototype ideas for a digital platform

- You learn to play test and improve your own prototype with the feedback given

- You learn to reuse efficient code and achieve results more rapidly

- You learn to reflect on your own design process

Entrance requirements
Knowledge of a game engine (Unity/Game Maker/ Godot/ Unreal etc.) is advisable.

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

Attendance / Participation requirement
100% aanwezigheisplicht

Instructional modes

- Group lesson

Assessment criteria

Assessment criteria
1. Game design is your own/original
2. Complexity of the prototype development
3. Documentation: The game is clearly described and the design choices explained. The play testing process and feedback processing are clearly explained. All elements are included (one-page design, video with exclamation and itch.io link)

Pass mark
To pass this subject, you must obtain at least a pass for each assignment.

Deliverable
You create four short games in a game jam in class. You iterate on these jam games using feedback from fellow classmates and upload the product to itch.io. For each game, you submit a video of the game play, with an explanation of what the game is about and what you have adjusted on the basis of the play test. You also submit a one-page design document.

It is allowed to use AI generated works for the assignment.

Tests

Lecturer / Committee Assessment

Lecturer Assessment

Tests

- Test 1
  Assignment

  Test weight
  100

  Minimum grade
  A satisfactory result

  Credits
  4

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

Lecturers

Lecturer

- V Booman

- V Muijrers

Contact person

V Muijrers
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