Course Syllabus

Code - Course Title	**OGP229 - Game Psychology and Player Experience**
Course Type	III. SEMESTER
Laboratory + Practice	2+1
ECTS	**3.0**
Language of Instruction	Türkçe
Course Type	Area Elective Courses
Course Instructor(s)	PROF. DR. MEHMET KESİM

Mode of Delivery	This course is delivered through face-to-face instruction.
Prerequisites	There are no prerequisites or co-requisites for this course.
Courses Recomended	Students taking this course are recommended to have completed OGP102 Game Design Principles.
Recommended Resources	McGonigal, J. (2011). Reality Is Broken: Why Games Make Us Better and How They Can Change the World. Penguin.Koster, R. (2013). A Theory of Fun for Game Design (2nd ed.). O\'Reilly Media.Isbister, K. (2016). How Games Move Us: Emotion by Design. MIT Press.Schell, J. (2020). The Art of Game Design: A Book of Lenses (3rd ed.). CRC Press.
Work Placement	This course has no internship or placement requirement.

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Course introduction, definition of game psychology, core concepts, and course objectives.	
Week - 2		Motivation theories, reasons for playing games, and player behavior models.	
Week - 3		Player types, Bartle and Yee taxonomies; reflecting player profiles in design.	
Week - 4		Cognitive processes: attention, perception, and cognitive load in games.	
Week - 5		Learning, memory, and in-game knowledge transfer; instructional game design principles.	
Week - 6		Decision-making mechanisms, choice architecture, and player agency.	
Week - 7		Flow theory, Csikszentmihalyi's approach, and player retention.	
Week - 8		Game difficulty, challenge-skill balance, and reward/punishment systems.	
Week - 9		Player experience (UX) design principles and in-game interaction design.	
Week - 10		User interface, accessibility, feedback loops, and micro-interactions.	
Week - 11		Emotional design, narrative, empathy, and atmosphere creation.	
Week - 12		Audio, visual elements, and the impact of sensory experience on player perception.	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 13		Game addiction, ethics, dark patterns, and healthy gaming habits.	
Week - 14		User testing, experience metrics, preparing a game analysis report, and course wrap-up.	

Learning Outcomes

#	Learning Outcome
1	Explains fundamental concepts of game psychology and player motivation theories.
2	Applies player types and classification models to game design.
3	Analyzes the impact of cognitive processes (attention, learning, memory, decision making) on game experience.
4	Evaluates flow theory and challenge-skill balance in game mechanics.
5	Proposes interface and feedback systems using player experience design principles.
6	Critically evaluates game projects on emotional design and ethics.
7	Conducts game analysis using user testing and experience metrics.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.