Course Syllabus

Code - Course Title	**DOT109 - Game Design Fundamentals**
Course Type	I. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	ARAŞ. GÖR. DR. ALİ HAYDAR BÜLBÜL

Mode of Delivery	The mode of delivery of this course is Face to face.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There is no recommended optional programme component for this course.
Recommended Resources	Homo Ludens, The Art of Game Design, Fundamentals of Game Design, Game Mechanics: Advanced Game Design
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to the concept of game in historical context	
Week - 2		Game genres and categories	
Week - 3		Basic game mechanics and narrative elements	
Week - 4		Rules, objectives, and difficulty levels	
Week - 5		Game loop: core, extended, and meta	
Week - 6		Player types and modes of interaction with games	
Week - 7		Narrative structure and in-game story development	
Week - 8		Level design and player guidance	
Week - 9		Motivation, engagement, and reward systems in games	
Week - 10		Feedback, achievement, and scoring systems	
Week - 11		Preparing a game design document	
Week - 12		Prototyping techniques and testing processes	
Week - 13		Gamification practices and examples	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Ethical principles and discussions in game design	

Learning Outcomes

#	Learning Outcome
1	Analyze the basic components and types of games.
2	Develop gameplay structures suitable for different player types.
3	Design game mechanics, dynamics, and narratives in an integrated manner.
4	Apply level design and in-game guidance principles.
5	Create game design documents and prototypes.
6	Plan, execute, and interpret game testing processes.
7	Design games responsibly in light of ethical values

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.

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
1.Midterm Exam	1	40

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
Final Exam	1	60
	Sum (%)	**100**