Course Syllabus

Code - Course Title	**DOT106 - Introduction to Digital Game Design**
Course Type	II. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	DOÇ. DR. UFUK TUĞTEKİN

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		Definition of the game concept and its historical development	
Week - 2		Comparison of digital and traditional games	
Week - 3		Game genres and genre-based mechanics	
Week - 4		Gameplay and player interaction	
Week - 5		Player typologies and target audience analysis	
Week - 6		Game loops, quest structures, and feedback	
Week - 7		Game aesthetics: visual, auditory, and experiential dimensions	
Week - 8		Storytelling, narrative structure, and in-game scenarios	
Week - 9		Rules, systems, and in-game dynamics	
Week - 10		Achievement systems such as scoring, rewarding, and level progression	
Week - 11		Game platforms, distribution systems, and user experience	
Week - 12		Game design documents (GDD) and structuring processes	
Week - 13		Basic prototyping techniques and interactive structure	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Game culture, ethical issues, representation, and diversity	

Learning Outcomes

#	Learning Outcome
1	Explain the basic features and historical development of the game concept
2	Compare game genres and the gameplay structures of these genres
3	Define the principles of game aesthetics and playability
4	Analyze the relationship between narrative, fiction, and user experience in game design
5	Explain the basic mechanics, dynamics, and aesthetic building blocks in game design
6	Evaluate player typologies and propose designs suitable for the target audience
7	Create documentation related to the game design process
8	Question ethical, cultural, and representational issues in the context of games

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.