## Course Syllabus

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|---|---|
| **Code - Course Title** | **DOT309 - Gaming Psychology and Player Experience** |
| **Course Type** | V. SEMESTER |
| **Laboratory + Practice** | 3+0 |
| **ECTS** | **3.0** |
| **Language of Instruction** | Türkçe |
| **Course Type** | Required Courses |

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| **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 game psychology: definitions and domains | |
| **Week - 2** | | Player typologies and motivation theories | |
| **Week - 3** | | User behavior in interactive systems | |
| **Week - 4** | | Cognitive load, usability, and game experience | |
| **Week - 5** | | Flow theory and its application in games | |
| **Week - 6** | | The role of emotions in player experience | |
| **Week - 7** | | Psychological effects of game interfaces | |
| **Week - 8** | | Methods for analyzing player behavior | |
| **Week - 9** | | Testing processes and analysis of user feedback | |
| **Week - 10** | | Experience mapping and user journeys | |
| **Week - 11** | | Principles of immersive experience design | |
| **Week - 12** | | Creating psychological connections through game mechanics | |
| **Week - 13** | | Ethical issues and game addiction debate | |
| **Week - 14** | | Strategies for improving player experience | |

## Learning Outcomes

| # | Learning Outcome |
|---|---|
| 1 | Explain the basic principles of game psychology |
| 2 | Consider motivation and emotions in player experience design |
| 3 | Test user experience and analyze feedback |
| 4 | Apply psychological principles in interactive systems |
| 5 | Develop awareness of ethical issues and integrate them into design |

## 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.*