Course Syllabus

Code - Course Title	**DOT306 - Digital Game Development II**
Course Type	VI. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Required Courses

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

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Determining the project concept	
Week - 2		Conceptual design and documentation process	
Week - 3		Prototype development and early testing	
Week - 4		Integration of technical and artistic assets	
Week - 5		Design and integration of in-game mechanics	
Week - 6		User interface and experience design	
Week - 7		Implementation of story and narrative elements	
Week - 8		Testing, debugging, and feedback	
Week - 9		Performance and optimization processes	
Week - 10		Team collaboration and project management	
Week - 11		Version control and file management techniques	
Week - 12		Preparation of presentation materials	
Week - 13		Portfolio presentation preparations	
Week - 14		Final project presentation and evaluation	

Learning Outcomes

#	Learning Outcome
1	Develop a game project from conceptual design to final product
2	Conduct the technical and artistic aspects of game development in an integrated manner
3	Effectively use project management tools and methods
4	Analyze user feedback to improve the product
5	Professionally prepare the game project for portfolio presentation

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.