Course Syllabus

Code - Course Title	**BTÖ522 - Digital Game Design**
Course Type	II. SEMESTER
Laboratory + Practice	3+0
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	PROF. DR. YUSUF LEVENT ŞAHİN

Mode of Delivery	This course is conducted remotely through video conferencing.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	Graduate courses asked by the adviser should be completed before taking the course
Recommended Resources	N/A
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		The concept of game and digital game.	
Week - 2		Types of games.	
Week - 3		Design process of digital games.	
Week - 4		Digital game engines.	
Week - 5		Unity game engine and user interface of Unity.	
Week - 6		Setting light, cameras and objects in Unity.	
Week - 7		Setting stages in Unity.	
Week - 8		Obtaining digital game objects.	
Week - 9		C# coding specifications of Unity.	
Week - 10		Performance optimization of digital games.	
Week - 11		Distribution of digital games.	
Week - 12		Game development applications with Unity.	
Week - 13		Game development applications with Unity.	
Week - 14		Game development applications with Unity.	

Learning Outcomes

#	Learning Outcome
1	Will be able to explain game and digital game concepts.
2	Will be able to acquire digital materials needed to develop digital games.
3	Will be able to develop digital game via Unity.
4	Will be able to publish digital 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.