



COURSE PROGRAMME

1. Information about the program

1.1 University	University "Alexandru Ioan Cuza" of Iasi
1.2 Faculty	Faculty of Computer Science
1.3 Department	Department of Computer Science
1.4 Domain	Computer Science
1.5 Cycle	License
1.6 Program / Qualification	Computer Science

2. Information about the course

2.1 Course Name	Game Design						
2.2 Course taught by	Lecturer PhD. MIHAI ALEX MORUZ						
2.3 Seminary / laboratory taught by	Lecturer PhD. MIHAI ALEX MORUZ						
2.4 Year	III	2.5 Semester	VI	2.6 Type of evaluation*	E	2.7 Course type**	Op

*E – Exam / C – Colloquium / V – Verification

**OB – Obligatory / OP – Optionally / F – Facultative

3. Total hours (estimated per semester and activities)

3.1 Number of hours per week	4	3.2 course	2	3.3 seminary/laboratory	2
3.4 Total number of hours	48	3.5 course	24	3.6 seminary/laboratory	24
Distribution					hours
Individual study using textbooks, course notes, bibliography items, etc.					30
Supplementary study (library, on-line platforms, etc.)					0
Individual study for seminary/laboratory, homework, projects, etc.					30
Tutoring					0
Examination					17
Other activities					0
3.7 Total hours of individual activity*					77
3.8 Total hours per semester					125
3.9 Credit points					5

4. Pre-requisites - Curriculum (if necessary)

--

5. Conditions (if necessary)

5.1 Course	
5.2 Seminary / Laboratory	

6. Objectives

--

7. Specific competencies/Learning outcomes

- Ability to use modeling languages and tools (UML), common design patterns, specific tools for code analysis and optimization, documentation generators, etc.
- Programming in high-level languages.
- Ability to approach a new problem (project, etc.)

8. Contents

8.1 Course	Teaching methods	Remarks (number of hours, references)
Anatomy of a Game	Presentation	References: 1,2,3
Analysis of Games	Presentation	References: 1,2,3
Game Prototyping. Interface Design for Games	Presentation	References: 1,2,3
Game Design Management	Presentation	References: 1,2,3
Game Engines. Overview and Development	Presentation	References: 1,2,3
Dramatic Elements	Presentation	References: 1,2,3
Testing and QA for Games	Presentation	References: 1,2,3
Level Design	Presentation	References: 1,2,3
Artificial Opponents in Games	Presentation	References: 1,2,3
Games System Dynamics, Psychology of Games. Sound Design	Presentation	References: 1,2,3
Artificial Intelligence Methods for Learning Games	Presentation	References: 1,2,3
Business and Management of Games. Game Design for Business	Presentation	References: 1,2,3

Bibliography

1. Fullerton, T., Game Design Workshop: A Playcentric Approach to Creating Innovative Games, CRC Press, 2014
2. Elias, G. F., Garfield, R. and Gutschera, K. R. Characteristics of Games, MIT Press, 2012
3. Salen, K. and Zimmerman, E. Rules of Play - Game Design Fundamentals, MIT Press, 2004
4. Hiwiler, Z., Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players, New Riders, 2016

8.2 Seminary / Laboratory	Teaching methods	Remarks (number of hours, references)
Anatomy of a Game	Discussions, case studies	References: 1
Analysis of Games	Discussions, case studies	References: 1
Game Prototyping, Interface Design for Games	Discussions, case studies	References: 1
Game Design Management	Discussions, problem solving, case studies	References: 1,2,3
Game Engines. Overview and Development	Discussions, problem solving, case studies	References: 1,2,3
Dramatic Elements	Discussions, problem solving, case studies	References: 1,2,3
Testing and QA for Games	Discussions, problem solving, case studies	References: 1,2,3
Level Design	Discussions, problem solving, case studies	References: 1,2,3
Artificial Opponents in Games	Discussions, problem solving, case studies	References: 1,2,3
Games System Dynamics, Psychology of Games. Sound Design	Discussions, problem solving, case studies	References: 1,2,3
Artificial Intelligence Methods for Learning Games	Discussions, problem solving, case studies	References: 1,2,3
Business and Management of Games. Game Design for Business	Discussions, problem solving, case studies	References: 1,2,3

Bibliography

1. Fullerton, T., Game Design Workshop: A Playcentric Approach to Creating Innovative Games, CRC Press, 2014
2. Elias, G. F., Garfield, R. and Gutschera, K. R. Characteristics of Games, MIT Press, 2012
3. Salen, K. and Zimmerman, E. Rules of Play - Game Design Fundamentals, MIT Press, 2004
4. Hiwiler, Z., Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players, New Riders, 2016

9. Coordination of the contents with the expectations of the community representatives, professional associations and relevant employers in the corresponding domain

--

10. Assessment and examination

10.1 Continuous assessment		Percentage (min. 30%)		40
Course	Assessment type	Practical assessment		
	Percentage	50		
	Failure to pass the continuous assessment results in failure to pass the final assessment	No		
	Assessment methods	Details	Percentage	with reexamination
	Peer assessment	50	No	
	Portfolio	50	No	
Seminary / Laboratory	Assessment type	Practical assessment		
	Percentage	50		

	Failure to pass the continuous assessment results in failure to pass the final assessment	No	
Assessment methods	Details	Percentage	with reexamination
	Peer assessment	50	No
	Case study	50	No

10.2 Final assessment	Percentage (max. 70%)	60
	Assessment type	Final practical assessment

10.3 Special notes (special situations is assessment)
<p>The continuous assessment consists of creating Game Design Documentation (case study) for the final project in the discipline, due in week 4, and developing a functional prototype, covering the basic functionalities of the project (core gameplay loop), due in week 7.</p> <p>The final assessment consists of presenting the project implemented during the semester.</p>

10.4 Minimum performance standard
<ul style="list-style-type: none"> - Understanding the concepts, theories and models used in the process of game design and implementation - Implementing a functional interactive product using the technologies and methods discussed in the course and laboratory

Date,
Course coordinator,
Lecturer Ph.D. MIHAI ALEX MORUZ

Seminary coordinator,
Lecturer Ph.D. MIHAI ALEX MORUZ

Approval date in the department,

Head of the department,
Assoc. Prof. Ph.D. ANDREI ARUSOAIIE