AMERICAN UNIVERSITY
OF CYPRUS

Course Code MG361	**Course Name** Game Design	**ECTS Credit** 7.5
Pre-Requisite CSC201	**Course Type** Major Elective	**Language of Instruction** English
Year of Study 3rd / 6th	**Level of Course** BSc/1st Cycle	**Mode of Delivery** On Campus

Course Objectives:

The purpose of this module is to create a group game by learning the students a general idea of how electronic games are designed and how they work as a team.

Learning Outcomes:

Upon successful completion of the course, students will be able to:

- Know the different roles in a game production team
- Describe and discuss what basic methodologies are when designing an electronic game
- Describe the differences between a game designer and other members of a game production team.
- Prepare all the documents needed to produce a game in such a way that all members of the team understand it.
- Produce code for electronic game design

Teaching Methodology:

Lectures 42 hours

Labs 30 hours

Course Content

Principles of Game Design

Definitions and Game types

Basics of Game Programming

Game programming languages, 3D Game engines

Artificial Intelligence

Design documents, Scenarios, Sound and Music

The differences between game scenarios

Assessment Methods:

Assignment

Required Textbooks/Reading:

Title	Author(s)	Publisher	Year
Fundamentals of Game Design	Adams, E.	New Riders	2013
Rules of Play: Game Design Fundamentals	Salen, K. & Zimmerman, E.	MIT Press	