

Description

This module enables students to:

- Understand the basics of Game Design and Level Design, as well as their role in the creation of a video game.
- Be introduced to the main concepts of Game Design (intentions, experience, gameplay, challenge) and of Level Design (construction, obstacles, difficulty curve, dramatic curve, architecture, environmental and interactive narration).
- Be introduced to different methods to analyse genre and gameplay conventions in video games through individual and team activities.

Detailed objectives

- Be capable to reflect on your own personal practice and tastes in video gaming in order to adopt a professional approach in the creative process.
- Understand the roles of Game Designers and Level Designers in the production of video games
- Have an overview of the know-how and skills involved in the specialisation.
- Know how to analyse genre and gameplay conventions of a video game and link this analysis to game experience intentions.
- Be aware of, understand and know how to apply the fundamental theoretical concepts of game design and level design.
- First experience of designing a video game in a multidisciplinary team.

Assessment methods

Session 1

Evaluation method	Percentage of overall mark
Group or individual production of one or more audio development scenarios on a Reaper-type tool	40%
Individual written examination resulting in a knowledge-assessment mark, resolution of simple problems	60%

Session 2

Evaluation method	Percentage of overall mark
Individual production of one or more audio development scenarios on a Reaper-type tool	40%
Individual written examination resulting in a knowledge-assessment mark, resolution of simple problems	60%