

**Course name:** 108 “Fundamentals of Game and Level Design” [3 ECTS]

**Manager:** Stéphanie Mader; Lecturer at the Cnam CEDRIC

**Description:** This course gives all specialities an understanding of the basics of game design and level design, as well as their role in the creation of a video game. The course starts with an introduction to the main concepts of game design (intentions, experience, gameplay, challenge), then of level design (construction, obstacles, difficulty curve, dramatic curve, architecture, environmental and interactive narration). The lessons subsequently introduce methods to analyse the conventions of genre and gameplay in video games. These concepts are applied through individual and team exercises.

**Prerequisites:** Knowing and having played video games of various genres.

**Learning:** Be capable of taking stock of one’s personal practice in video gaming and one’s own gamer tastes in order to adopt a professional approach to creation. Understanding the roles of game designers and level designers in the production of video games and having an overview of the know-how and skills of this speciality. Knowing how to analyse genre conventions and the gameplay of a video game and linking this analysis to game experience intentions. Knowing, understanding and knowing how to apply the fundamental theoretical concepts of game design and level design. Initial experience of working on designing a video game in a multidisciplinary team.

**Assessment methods:**

**Session 1:** Analysis of a group video game [50%]; Average of several individual and group design exercises [50%]

**Session 2 :** Individual analysis of gameplay and level design of a set video game to be delivered in the form of a 10-page report and a video presenting the conclusions of the analysis lasting 10 minutes.