

Course and curriculum development for Creative Technology	
Title: NM5: Game Development Date: 25/4/08	Author: A. Eliëns Version: 1.0
Course name	NM5: Game Development
Study load	6
Semester	1
Contents	<p><i>The course gives an introduction in the design development of (digital) games. Attention will also be given to the analysis and critical comparison of games, using game interaction patterns, as well as popular technologies for games, both online such as flex / as3, and PC and console based games, including DirectX, XNA, and the Half Life 2 SDK.</i></p> <p><i>Recommended literature: Björk, S., Holopainen, J. (2005) Patterns in Game Design. Charles River Media, Online reference(s): http://www.gamedesignpatterns.org</i></p>
Prerequisites	NM3, NM4
Goals and attainment targets	<p><i>The course aims at providing</i></p> <ul style="list-style-type: none"> - awareness of the application of games in education and learning - familiarity the concepts and techniques of the design of serious games - fluency in analyzing games using game patterns - full literacy with developing casual games <p><i>Students are expected to have a sufficient degree of analytical insight, and will be stimulated to be creative in the design and development of a game.</i></p>

Course and curriculum development for Creative Technology (continued)	
Course name	N5: Game Development
Place in curriculum	<i>NM5 is an advanced course for NM students. It is relevant to NM4 (virtual environments), but is more analytical in its approach, with respect to the critical comparison of game mechanics, that is the conceptual structure of games, and the challenges offered to the player.. It is explicitly meant to be of interest also for students specializing in ST.</i>
Application area, motivating examples	<i>Games increasingly become important in for example digital learning and corporate training. Games are appealing for both conceptual reasons as well as their sensorial impact, due to the use of powerful multimedia technology. There seems to be an increasing demand from the creative industry for young creative people with experience in game development.</i>
Teaching methods	<i>The course will be organised around lectures, which will cover the theoretical topics and which will provide an introduction to the various technologies used in game development. The assignments will consist of a series of basic exercises in game design and a final assignment in which an actual game will be developed by a group of students. In which the students are required to develop a moderately complex dynamic web application. Regular feedback will be given in classroom sessions, and workshops, where students present their work as well as via online comments or email. Grading will be based on basic assignments, the final assignment project with documentation, as well as an essay in which a topic of choice, either technical or in relation the design or deployment of serious games, is discussed in more depth.</i>
Nr of participants	
Special facilities	computer lab & presentation facilities

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