

Danish School of Media and Journalism
VK - Interactive Design
Course description
Spring 2020

4. semester

Course: Game Design and Virtual World

ECTS: 5

Aim

The course should give the student insight in methods and technologies related to development of interactive and virtual environments, including game mechanics and level design. Based on a concrete communication need, the student will connect established knowledge about visualization and communication with method and practice related to development of interactive, virtual environments.

Module's central subject elements are:

- Game mechanics and Game theory
- XR (Extended Reality)
- Interaction design
- Prototyping

Students will:

- Identify clear and hidden problem areas in the design proces
- Work with motivational factors in game design
- Develop a concrete game concept adressing an identified problem
- Create an interactive prototype

Attributes

Work discipline, willingness to cooperate, learning desire, openness, curiosity, willingness to research, imagination, planning ability.

Methods

The course is a combination of lectures, team teaching, group work, self-study, solving exercises and assignments. Tasks and exercises are solved individually or in groups. In the process, emphasis is placed on analysis and reflection and feedback on own and others' products and process.

Tools

Game theory, technology understanding, usability, sketching, programming, prototyping, oral argumentation, presentation technique.

Course goals:

After the course, students will have insights into, and knowledge of:

- Kritisk udforskning af samtidens teknologi
- Hvordan spilmekanikker bidrager til kommunikation omkring en problemstilling
- Udviklingsværktøjer der arbejder med Extended Reality (XR)

After the course, students will be able to:

- Arbejde struktureret og målrettet med digitale prototyper
- Indtænke samtidens teknologi i udformningen af et interaktivt produkt- eller service
- Udarbejde konkrete løsningsforslag, der adresserer et identificeret problem
- Visualisere og præsentere deres løsningsforslag.

Teaching Resources

- Szerovay, K. (2019) "Gamification – part 1,2,3" from UX knowledgebase Sketch (<https://uxknowledgebase.com/gamification-part-1-73a7c7afd4d1>)

Online-tutorials:

- Unity: AR Visualization 01 Basic Concepts (LinkedIn Learning)
- Unity: AR Visualization 02 Basic Interactivity (LinkedIn Learning)
- Unity: AR Visualization 03 Complex Interactivity (LinkedIn Learning)

Attendance at meetings and class

Attendance is required for all scheduled teaching hours. Active participation is mandatory in exercises, assignments, group work, and peer feedback sessions.

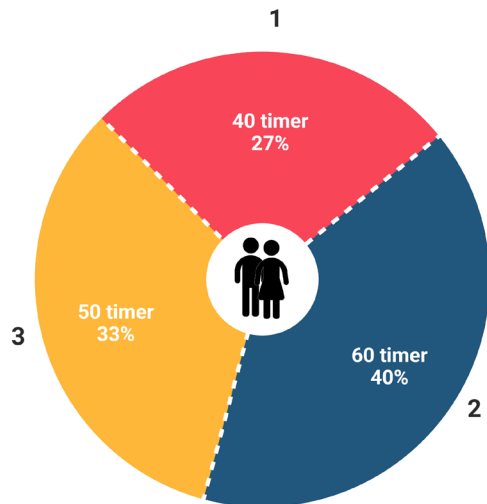
Examination

The course is assessed pass/fail using internal censorship. In order to pass, all course assignments must be submitted and approved in a timely manner, the final assignment passed, and the student must have been active and met the requirements for meeting and compulsory attendance.

Studieaktivitetsmodellen

Game Design and Virtual Worlds

150 timer i alt
5 ECTS points



Kategori 1

Undervisere har hovedansvaret for studieaktiviteterne, og studerende har et medansvar gennem forberedelse og deltagelse. Både studerende og underviser deltager.

Undervisning
Præsentation af
øvelser/opgaver
Vejledning
Eksamen

Kategori 2

Undervisere har hovedansvaret for rammesætning af læringsaktiviteterne, og studerende har hovedansvar for aktiv deltagelse i de tilrettelagte studieaktiviteter. Kun studerende deltager.

Arbejde med opgave enkeltvis og i grupper

Kategori 3

Studerende har hovedansvaret for studieaktiviteterne, og undervisere har medansvar for at rammerne er til stede. Kun studerende deltager.

Læsning af teori og anden vidensopsamling

Kategori 4

Studerende har hovedansvaret for læringsaktiviteterne, og undervisere har medansvar for at rammerne er til stede. Både studerende og underviser deltager.

Godkendt af NNS - 19. Jan 2021