

Danish School of Media and Journalism
VK - Interactive Design
Course description
Spring 2022

4. semester

Course: Game Design and Virtual World

ECTS: 5

Aims:

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 process
- Work with motivational factors in game design
- Develop a concrete game concept addressing an identified problem
- Create an interactive prototype

Pedagogical and didactic approaches:

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.

Working methods:

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

Learning outcomes:

The students will obtain the following during the course:

Knowledge and understanding:

- critical explore contemporary technology
- how game mechanics can be a component in the design of communication solutions
- tools that produce Extended Reality (XR)

Skills:

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Side 1 / 3

- work structured and goal oriented with digital prototypes
- submerge contemporary technology into the development of an interactive product or service
- develop design proposals that addresses an identified communication problem
- visualize and present design proposal for a client

Competences:

- Develop interactive prototypes in augmented reality or virtual reality based on research and analysis on a given target group.
- Present XR concepts and argue for choices and quality in design solution

Literature (hand out):

- Hunicke, R., LeBlanc, M., Zubek, R. (2004) "MDA: A Formal Approach to Game Design and Game Research"
- Szerovay, K. (2019) "Gamification – part 1,2,3" from UX knowledgebase Sketch (<https://uxknowledgebase.com/gamification-part-1-73a7c7afd4d1>)

Literature (available online):

- 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:

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

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Side 2 / 3

Exam/Grading:

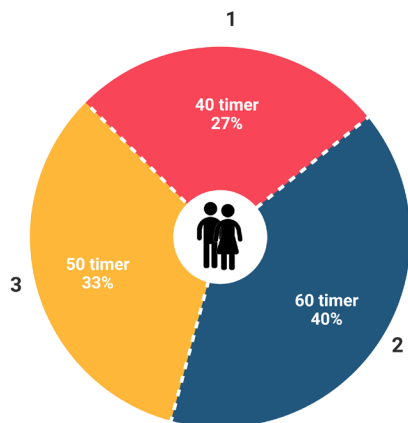
The course is assessed pass/fail using internal censorship. In order to pass, all course assignments must be submitted and approved in a timely manner, the final assignment passed, and the student must have been active and met the requirements for meeting and compulsory attendance.

Study Activity Model:

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 / NN Januar 2022

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