

## FACULTY OF ENGINEERING STUDY COURSE DESCRIPTION

Course Title:	Interactivity, scenarios composition and serious games											
Course code (LAIS):		Z1015										
Study programme:	Virtual reality and smart technologies											
Level of Study programme:	□ 1st level professional higher education											
		Profession	nal Bachelor									
	$\boxtimes$	Profession	nal Master									
		Academic	c Master									
		PhD level	l									
			ory course (Pa									
Type of Study programme:				tion courses (Part								
					rses (Part B, optional)							
		Elective c	courses (Part	/		T Jo Jo 4						
Course Workload:		Credits	ECTS	Academic hours	Contact hours	Independent work hours						
course workload.		2	3	80	24	56						
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Course Author/ Tutor:		nts.zarembo	@va.lv									
			y agreement									
Study Form:		time studie										
Study year, semester:		ear, 2 <sup>nd</sup> sen										
Language:	-	vian, Englis										
Prerequisites for the Course:	-	, ביוקווס	-									
Course Summary:	design and tools, serious games, game mechanics, storytelling, game developme process and techniques, prototyping and playtesting. Students will be able to impro- practical skills in game design by creating game design document.											
Assessment:	Exa	mination										
				ompleted and subr	nitted							
				•		2. Final assessment completed						
<b>Requirements for Credits:</b>			on consists o	Final examination consists of oral questions. If all requirements are not met on time,								
	student is not allowed to pass the exam. For delayed exam requirements, max score is											
	decreased.											
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	Knowledge of game design document development.	Development of game design document.			
	Knowledge of game development process.	Development of game design document.			
	Skills				
	Skill to create game concept.	Development of game design document.			
	Skill to define game mechanics.	Development of game design document.			
	Skill to develop game design document.	Development of game design document.			
	Competency				
	Ability to use game design terminology correctly	Development of game design document and oral exam.			
	Ability to create game design independently.	Development of game design document and oral exam.			
	Ability to create game design document independently.	Development of game design document and oral exam.			
Course Compulsory literature:	<ol> <li>Colleen Macklin, John Sharp, Games, Design and Play: A detailed approach to iterative game design, June 13, 2016, 288 pages, Addison-Wesley Professional</li> <li>Jesse Schell, Jesse Schell, The Art of Game Design: A Book of Lenses, Second Edition, November 6, 2014 by A K Peters/CRC Press</li> <li>David Michael, Sande Chen, Serious Games: Games That Educate, Train, and Inform, October 10, 2005, 312 pages, Cengage Learning PTR</li> </ol>				
Course additional literature:	<ol> <li>Katie Salen Tekinbaş, Eric Zimmerman, Rules of Play: Game Design Fundamentals, September 25, 2003, 688 pages, The MIT Press</li> <li>Tracy Fullerton, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, March 7, 2014, 535 pages, A K Peters/CRC Press</li> </ol>				
Course confirmation date:	13.06.2018				
Date of course description update:					

## **Study Course Plan:**

Date	Theme	Academic hours		Study Form/
		Contact hours	Independent work hours	Organization of independent work of students and task description
The date is specified before the implementation of the course	Games, design and play. Game design principles and terminology. Game design tools. Kinds of play and user experience. Storytelling.	8	0	Theoretical lecture.
	Game design process, design values and documentation. Collaboration and teamwork. Game mechanics. Working with formal elements, dramatic elements and system dynamics.	8	0	Theoretical lecture.
	Conceptualizing scenarios. Stages and methods of development. Prototyping and playtesting. Serious games application examples. Prototyping and playtesting of serious games in virtual or augmented reality	8	0	Theoretical lecture.

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environments.			
Development of game design document.	0	56	Practical activity.
Hours total:	24	56	