

**FACULTY OF ENGINEERING
STUDY COURSE DESCRIPTION**

Course Title:	Interactivity, scenarios composition and serious games				
Course code (LAIS):	DatZ1015				
Study programme:	Virtual reality and smart technologies				
Level of Study programme:	<input type="checkbox"/>	1st level professional higher education			
	<input type="checkbox"/>	Professional Bachelor			
	<input checked="" type="checkbox"/>	Professional Master			
	<input type="checkbox"/>	Academic Master			
	<input type="checkbox"/>	PhD level			
Type of Study programme:	<input checked="" type="checkbox"/>	Compulsory course (Part A)			
	<input type="checkbox"/>	Professional specialization courses (Part B, compulsory)			
	<input type="checkbox"/>	Professional specialization optional courses (Part B, optional)			
	<input type="checkbox"/>	Elective courses (Part C)			
Course Workload:	Credits	ECTS	Academic hours	Contact hours	Independent work hours
	2	3	80	24	56
Course Author/ Tutor:	Imants Zarembo				
	Dr.sc.ing.				
	imants.zarembo@va.lv				
	Consultation: by agreement				
Study Form:	Full time studies				
Study year, semester:	1 st year, 2 nd semester				
Language:	Latvian, English				
Prerequisites for the Course:	-				
Course Summary:	The aim of this course is to give practical and theoretical knowledge in video game design and tools, serious games, game mechanics, storytelling, game development process and techniques, prototyping and playtesting. Students will be able to improve practical skills in game design by creating game design document.				
Assessment:	Examination				
Requirements for Credits:	1. Practical exercise completed and submitted				
	2. Final assessment completed				
	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.				
Abiding by the Academic Ethics	Students must abide by the academic and research ethics, Vidzeme University of Applied Sciences Ethics Regulations, incl.:				
	<ul style="list-style-type: none"> – study papers must be independently developed; – the study work should reference all statements, ideas and data used that have been authored by someone else; – appropriate data acquisition methods should be used in the acquisition of data, the research ethics must be respected, empirical data must be collected independently and cannot be distorted or falsified; – the examination must be carried out by the student independently, without the use of supporting materials and/or consultations with other students, unless the lecturer states otherwise. 				
	In the event of non-compliance with the academic and research ethics, punishment is imposed in accordance with the ViA Ethics Regulations and the study course must be re-taken, unless the punishment is extramarital.				
Learning Outcomes; the evaluation methods and criteria	Learning Outcomes			The evaluation methods and criteria	
	Knowledge				
	Knowledge of game design principles and terminology.			Development of game design document.	
	Knowledge of serious game design.			Development of game design document.	

	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 style="list-style-type: none"> 1. Colleen Macklin, John Sharp, Games, Design and Play: A detailed approach to iterative game design, June 13, 2016, 288 pages, Addison-Wesley Professional 2. Jesse Schell, Jesse Schell, The Art of Game Design: A Book of Lenses, Second Edition, November 6, 2014 by A K Peters/CRC Press 3. David Michael, Sande Chen, Serious Games: Games That Educate, Train, and Inform, October 10, 2005, 312 pages, Cengage Learning PTR 	
Course additional literature:	<ol style="list-style-type: none"> 1. Katie Salen Tekinbaş, Eric Zimmerman, Rules of Play: Game Design Fundamentals, September 25, 2003, 688 pages, The MIT Press 2. Tracy Fullerton, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, March 7, 2014, 535 pages, A K Peters/CRC Press 	
Course confirmation date:	13.06.2018	
Date of course description update:		

Study Course Plan:

Date	Theme	Academic hours		Study Form/ Organization of independent work of students and task description
		Contact hours	Independent work hours	
<i>The date is specified before the implementation of the course</i>	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.



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