

## DISCIPLINE DESCRIPTION

### 1. Information about the program

1.1 Higher education institution	Babeş-Bolyai University
1.2 Faculty	Political, Administrative and Communication Sciences
1.3 Department	Journalism
1.4 Field of study	Communication sciences
1.5 Level of study	Master
1.6 Study program / Qualification	Digital Media, Internet and Game Studies

### 2. Information about the discipline

2.1 Discipline title	Game design / Design de jocuri						
2.2 Course lecturer	Lect. univ. dr. George Prundaru						
2.3 Seminar assistant	Lect. univ. dr. George Prundaru						
2.4 Year of study	1	2.5 Semester	II	2.6. Evaluation type	E	2.7 Discipline type	OBL

### 3. Total estimated time (hours of didactic activities per semester)

3.1 Number of hours per week	3	of which: 3.2 course	2	3.3 seminar/laboratory	4
3.4 Total hours in the study plan	42	of which: 3.5 course	28	3.6 seminar/laboratory	14
Time distribution:					hrs
Studying the manual, course reader, bibliography and notes:					14
Supplementary documentation in the library, on electronic platforms and in the field:					14
Preparing seminars/laboratories, homework, syntheses, portfolios and essays:					50
Tutorials					28
Examinations					4
Other activities: .....					
3.7 Total hours of individual study					108
3.8 Total hours per semester					150
3.9 Number of credits					6

### 4. Prerequisites (where applicable)

4.1 based on the curriculum	•
4.2 based on competences	•

### 5. Conditions (where applicable)

5.1 for the course	• Room with a video projector/ digital display and Internet connection
5.2 for the seminar/laboratory	• Room with a video projector/ digital display and Internet connection

## 6. Accumulated specific competencies

<b>Professional competencies</b>	<ul style="list-style-type: none"> <li>• Create interactive media products for entertainment or communication purposes</li> <li>• Develop interactive systems that create a desired effect on a user</li> <li>• Analyze and critique existing interactive products with the purpose of improving them or other products and experiences</li> <li>• Understand the business context in which games exist and be able to adapt to market needs</li> </ul>
<b>Transversal competencies</b>	<ul style="list-style-type: none"> <li>• Solving, in a realistic manner, with both theoretical and practical argumentation, of common professional situation, in view of an efficient and deontological solution.</li> <li>• Making the most out of the currently available communication opportunities</li> </ul>

## 7. Discipline objectives (from the accumulated competencies grid)

7.1 General objective	<ul style="list-style-type: none"> <li>• Provide a practical background for the design and analysis of games</li> </ul>
7.2 Specific objectives	<ul style="list-style-type: none"> <li>• Identify and describe the components of games</li> <li>• Identify the way in which these components interact to create the player experience</li> <li>• Analyze and compare game designs across a variety of genres</li> <li>• Design an original game that demonstrates the understanding of the theoretical concepts</li> </ul>

## 8. Contents

Bibliography		
8.1 Course	Teaching methods	Observations
1. The meaning of play. Gameplay	Discussion	
2. Mechanics	Multimedia presentation	
3. Dynamics	Multimedia presentation Discussion	
4. Rules	Multimedia presentation Discussion	
5. Games as systems	Multimedia presentation Discussion	
6. Aesthetics	Multimedia presentation	
7. Game genres	Multimedia presentation Discussion	
8. Player experience and flow	Multimedia presentation Debate	
9. Levels of immersion	Multimedia presentation Debate	
10. World design	Multimedia presentation Practical demonstration	
11. Character design	Multimedia presentation Practical demonstration	
12. Challenges and rewards	Multimedia presentation Debate	
13. Time management	Multimedia presentation	

14. Testing and fixing	Discussion	
<b>Bibliography</b> Adams, Ernest and Joris Dormans. <i>Game Mechanics. Advanced Game Design</i> . Berkeley: New Riders, 2013 Brathwaite, Brenda, and Ian Schreiber. <i>Challenges for Game Designers: Non-digital Exercises for Video Game Designers</i> . Boston, MA: Charles River Media/Course Technology, 2009. Salen, Katie, and Eric Zimmerman. 2004. <i>Rules of Play: Game Design Fundamentals</i> . Cambridge, MA: The MIT Press.		
8.2 Seminar		
1. Coming up with ideas	Application	
2. Applying constraints	Application	
3. Making the rules	Application	
4. Creating the world	Application	
5. Breaking the rules	Application	
6. Balancing chance and skill	Application	
7. Testing and fixing	Application	

**9. The corroboration of discipline contents with the expectations of epistemic community representatives, professional associations and representative employers in the study program’s corresponding field**

- The discipline meets the ever growing need to provide specialists who understand interactive entertainment products and are able to both break existing products into components to learn how they work, and build them up according to specified requirements either for entertainment purposes or for communicating information.

**10. Evaluation**

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Weight in final mark
10.4 Course	Written examination	E	50%
10.5 Seminar/laboratory	Team non-digital game design project	VP	50%
10.6 Minimum performance standard			
<ul style="list-style-type: none"> <li>• Create a functioning game that exhibits the components discussed in class</li> </ul>			

Date	Course lecturer signature	Seminar assistant signature
1.11.2019	PhD George Prundaru	PhD George Prundaru
Date of approval in the Department	Head of department’s signature	
1.11.2019	PhD Elena Abrudan	