

## DESCRIPTION AND SYLLABUS

Name of the subject in Hungarian:	Game Design Theory
Name of the subject in English:	Game Design Theory
Credit value of the subject:	4
The code of the subject in the electronic study system:	BN-GAMDTH-04-EA
Classification of the subject:	Obligatory
Language of instruction (in case of non-Hungarian courses):	English
Institute or department responsible for the subject:	-
Course type and number of contact hours:	Lecture, class per week: 2, class per semester: 0
Mode of study: (Full-time / Part-time):	Full-time training
The semester in which the subject is open for registration:	2022/2023 1st semester
Prerequisite(s):	-

### THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

The aim of the course is to help students to acquire the theory of game design, so that they can apply it as a theoretical foundation and conceptual supplement to their game design studies and practice as well, as to their artistic work and presentation tasks. As a result of completing the course, the student is able to recognize, analyze, understand and apply the acquired theoretical knowledge at an advanced level. This knowledge will serve as a foundation for his/her game design studies and practice and it will help him/her to successfully promote his/her professional interests at both: along different professional collaborations and in a broader, interdisciplinary framework, as well.

### SUMMARY OF THE CONTENT OF THE SUBJECT

This series of lectures revolve around one single question: what does it take to create a good game? Apparently, finding an answer to this question leads through several fields of studies like philosophy, ethology, psychology, engineering, design, mathematics and, of course, ludology. To understand how games actually work, we'll have to study their genre, purpose, target audience, interface, control mechanics, reward system, narrative structure and game tree complexity.

### STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

#### EXAM REQUIREMENTS

Develop an original art game idea  
Present the concept in 5 minutes  
Prepare for critical discussion thereof

#### EVALUATION OF THE SUBJECT:

By attending the series of lectures the students will become ready to analyse game design in a wider interdisciplinary contexts, and in a critical approach. These theoretical results will be used for the purposes of an individual creative process. The students will present their own game design concept and will be assessed along the following criteria:

Originality and artistic authenticity of the concept (40%)  
Thoughtfulness and elaboration of the concept (40%)  
Quality of presentation (20%)

Offered grade can be given: No.

**OBLIGATORY READING LIST:**

- Osborne, Martin J.: *An introduction to game theory*. Oxford university press, 2004
- Rusch, Doris C.: *Making deep games : designing games with meaning and purpose*. , 2017