

University: University of Žilina		
Faculty: Faculty of Electrical Engineering and Information Technology		
Course ID: 3I0H206	Course name: Game design (DH)	
Course obligation: Electorial Completion: Exam		
Profile course: yes Core course: yes		
Form, extent and method of teaching activities:		
Number of classes per week in the form of lectures, laboratory exercises, seminars or clinical practice	Lectures: 1 classes Seminars: 0 classes Lab.exercises: 3 classes	
Methods by which the educational activity is delivered	Present form of education	
Applied educational activities and methods suitable for achieving learning outcomes		
Number of credits: 6		
Study workload: 172 hours;		
Recommended semester/term of study: summer, 1. year		
Study degree: 2		
Required subsidiary courses: Prerequisites: Co-requisites:		
Course requirements: Continuous assessment / evaluation: Continuous assessment 2 times per semester at the project leader (presentation of ongoing outputs), otherwise students work individually Final assessment /evaluation: Presentation of project outputs in front of the project leader. Evaluation of the exam with a mark according to the sum of points obtained during the semester and the exam. The evaluation considers the impact of ongoing inspections during the semester (maximum 40 points) and the final exam of the project (maximum 60 points). The overall evaluation is given by the sum of points obtained during the semester and from the final exam and is governed by § 10 of the Study Regulations of the Faculty of Electrical Engineering of the University of Žilina in Žilina. The minimum number of points for registration for the exam is not specified The minimal points to enroll for an exam are not given.		
Forms and methods of assessment	Predetermined weight %	Area of knowledge, skills and competence
Course outcomes: The aim of the course is to acquaint students with the basics of design and creation of computer games		
Course scheme: Marketing identity of the game, target customer. During the semester, the student works on the creation of a computer game, while adhering to the principles of game design, such as: determining the target customer, selection of game mechanisms, graphic style, marketing, project management, tools for management and creation, etc. During the semester, the continuously created material consults with the teacher, who continuously evaluates the achieved results.		

Literature:

1. Ferrone, H.: Learning C# by Developing Games with Unity 2019, 2019
2. DaGraca, M.: Practical Game AI Programming, 2017
3. Schell, J.: The Art of Game Design, 2014
4. Fullerton, T.: Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 2014

Instruction language: slovak/english**Notes:****Course evaluation:**

Total number of evaluated students: 29

A	B	C	D	E	FX
72.41 %	6.90 %	0.00 %	0.00 %	13.79 %	6.90 %

Course teachers:

Lecture: Ing. Peter Sýkora, PhD.

Laboratory: Ing. Peter Sýkora, PhD.

Last updated: 2022-08-03 11:01:05.630**Approved by:** Ing. Miroslav Benčo, PhD.