

## **Course Description: Game Development 1**

**Time: Mai 15 / June 30, 2016 (Summer term 2016)**

**Course type: Elective course (Wahlpflichtfach), Summer School**

**Instructor: Prof. Dr. André Hinkenjann, Dr. Ernst Kruijff, Dr. Jonas Schild**

This course will introduce students to the basics of game development theory and practice. Essential aspects of game development, as well as non-technical aspects such as game studies and production issues will be considered. Students will also be introduced the analysis, design, programming and presentation of games that can be put into practice. The course sets the goal to students to independently design and develop a computer game in a team-based effort.

Topics include:

- Ludology
- Game Design
- Funativity: the theory of fun
- The history of games
- Storytelling
- Modeling and animation
- Production management
- Societal issues

Besides regular lectures, students are asked to implement a game project. Results will be presented at intermediate stages and in a final open games session.

The course is mainly addressed to students having a solid background in software engineering and in programming languages (Java or C++). Skills in Computer Graphic are preferable but no hard requirement. This course is mainly suitable for students enrolled in a Bachelor study program Computer Science (2<sup>nd</sup> or 3<sup>rd</sup> year). The language of instruction of the course will be English.

Recommended Literature:

Rabin, S. Introduction to Game Development, 2009.