Design for games and play

Offered by: Industrial Design, Industrial Engineering & Innovation Sciences, Mathematics and Computer Science
Language: English
Primarily interesting for: for those interested in play and technology and the psychological, societal and motivational aspects of games
Prerequisites: no prior knowledge required
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Content and composition
The course combines a theoretical and practice-based approach: you develop serious games and playful concepts (toys, smart environments, social media) while learning theories of interaction design, game design, psychology of games, user experience, testing and evaluation. This results in a broad practical understanding of the technical, commercial and societal aspects of game design and the role of the game industry in that arena.

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<td>Design for games &amp; play I (Introduction)</td>
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Precedence relationships within the package
It is highly recommended that the subsequent courses are taken in the order that they are offered: skills and knowledge from block 1 are applied in 2 and for block 3 knowledge from both block 1 and 2 is required. It is possible though to subscribe to only block 1 to acquire basic notions of game design.

Course descriptions

Design for Games & Play I (Introduction)
The first block offers an introduction to game design. During the course students will work in multidisciplinary teams on a simple serious game design e.g. for health care. You will get acquainted with all aspects of game development: design, programming, user experience, and evaluation. You can decide after the first block whether or not they want to continue and follow the complete package.

Design for Games & Play II
In the second block the course will focus on more advanced applications for play design such as apps, toys and intelligent play environments. The theoretical emphasis will be on social, cognitive, and motivational aspects of game design. You will work in interdisciplinary teams and develop a serious game.
Design for Games & Play III
In the third block, you will learn to program in intelligent & distributed play environments. They will study advanced innovative theories regarding games and play as technical, cultural and societal objects. You will learn how to apply this knowledge to practical serious game design cases.