

Video Game Design Theory

9 ECTS

Game Design

Year 1, Semester 2

Description

This module is intended for students in the Game Design specialisation.

This module enables students to:

- Gain theoretical and practical knowledge underpinning the design of video games.
- Introduce concepts of formal systems and game rules, as well as concepts linked to the creation of physical games (board games, escape games).
- Question the nature of games and video games.

Classes are about game systems and their balancing, the design of interactive agents from the angle of game design, the principles of systemic design, the principles of procedural level generation, and on the tools for formalizing game design. Classes also cover game design research from various disciplinary perspectives (IT, sociology, psychology), research methodologies, and an introduction to scientific knowledge useful to the design of video games (motivation theories).

Detailed objectives

- Gain an overview of the fundamental theoretical concepts behind Game Design.
- Apply various Game Design formalisation techniques.
- Design and balance a video game system.
- Design and assess a physical game.
- Know and understand the principle of scientific research and their application to game design.

Assessment methods

Session 1

Average mark of several pieces of group work, both formalisation and design submissions.

Session 2

Individual written dossier of around 10 pages on a set game design subject, including a summary of theoretical know-how and a comparative analysis of several practical applications. Plus, a 5-minute video summarising the content of the dossier.