Course description

Media design project 2. / 0	Game design			
Course instructor, contact Halák László András (<u>andr</u> a		om)		
Code: ER-MEDI-BA-222302-04	Curriculum place:	Recommen ded semester: 4.	Credit: 10	Teaching hours: 80 (144) Student workload: 156
Related Codes:	Туре:	Can I add as custom? NO	In case of free choice, special prerequisites:	
Prerequisites Média design alapok 2.	1			
Aims and principles of the				
Through the Game Design During the semester, you cameras and characters, n mechanics. The result of y explored.	can learn the basics of d naking spaces and narra	esigning and imp tives interactive,	orting assets and impleme	s, controlling lights, enting game logic and
Knowledge: - Basic knowledge of the overview of the institution - Understanding of the main knowledge of basic meth	onal framework in the field nain differences and proc	eld. cesses of analytic	al, creative a	and intuitive thinking, and
Ability to: - Uses creative, intuitive develop new concepts ar	•	nethods to step c	outside famili	iar frameworks and
Attitude: - Relates to the historical his/her field with critical		evements, practi	ces, processe	es and discourses of
Autonomy and responsit - Consistently carries the understands basic projec	design and creative pro	•	•	•
Topics and themes to be c	overed in the course:			
 Game design basic Unity basics C# scripting Visual programmi 				

Preparing models for import

– Building games for Mac, PC, web platforms

Features of learning process:

Students' tasks and responsibilities:

Regular attendance of classes and consultations, keeping to the schedule of tasks, continuous documentation of work, preparation and presentation of finished work.

The learning environment:

Room with a capacity of 15 persons, projector (+ converters min. HDMI and VGA), loudspeaker, projection screen depending on the room, distribution, internet access, computer access

Evaluation:

Requirements to be fulfilled:

The students should achieve the objectives of the course in their approach and activity; at the end of a coherent design process, they should present a professionally assessable quality work based on an independent concept. Participate responsibly in both the design and the execution of the work, whether individual or group.

Mode of assessment: practical demonstration, preparation of a submission

Assessment criteria:

- Active participation in class
- Traceability and transparency of the work process
- Observance of deadlines
- Completion of assignments

Calculating the grade:

Meeting deadlines: maximum 10% Transparent workflow: maximum 10% Completion of practical tasks: maximum 30% Quality of the content, form and professionalism of the work produced: maximum 25% Content, form and professionalism of the presentation: maximum 25%

91-100% = excellent performance (5) 81-90% = good performance (4) 66-80% = satisfactory performance (3) 51-65% = less than satisfactory performance (2) 0-50% = unsatisfactory performance (1)

Required reading:

Recommended literature:

Recognition of knowledge previously acquired elsewhere / validation principle: – no exemption from attending and completing the course

Extra-curricular consultation dates and location: Tuesdays between 13:00 and 15:00, by prior arrangement