

Course description

Media design project 2. / Game design				
Course instructor, contact: Halák László András (andras.laszlo.halak@gmail.com)				
Code: ER-MEDI-BA-222302-04	Curriculum place:	Recommended semester: 4.	Credit: 10	Teaching hours: 80 (144) Student workload: 156
Related Codes:	Type:	Can I add as custom? NO	In case of free choice, special prerequisites:	
Prerequisites Média design alapok 2.				
Aims and principles of the course: Through the Game Design course you get an introduction to game design with the Unity game engine. During the semester, you can learn the basics of designing and importing assets, controlling lights, cameras and characters, making spaces and narratives interactive, and implementing game logic and mechanics. The result of your work will be an interactive 2D/3D narrative environment ready to be explored.				
Learning outcomes (professional and general competences to be developed): Knowledge: - Basic knowledge of the economic, financial, copyright, social and ethical standards in the field and an overview of the institutional framework in the field. - Understanding of the main differences and processes of analytical, creative and intuitive thinking, and knowledge of basic methods of idea and concept development and innovation. Ability to: - Uses creative, intuitive and analytical creative methods to step outside familiar frameworks and develop new concepts and innovative solutions. Attitude: - Relates to the historical and contemporary achievements, practices, processes and discourses of his/her field with critical understanding. Autonomy and responsibility: - Consistently carries the design and creative process through in a guided or supervised situation, understands basic project management decisions and is able to contribute creatively.				
Topics and themes to be covered in the course: - Game design basics - Unity basics - C# scripting - Visual programming language Bolt				

- 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:

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Recommended literature:

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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