Programme: Visual Game & Media Design (MA)

Title: Game and media prototyping

Semester: Autumn 2018	**Period**: 3. september 2018 – 25. januar 2019 **ECTS-points**: 30

Contents:	Learning Outcomes (Knowledge, skills and competences)
Contents: In this module, students are introduced to advanced methods and concepts for working with games, animation, story content and theory. The module is structured as a series of 1-week exercises, where students are given readings and a design challenge that they have to complete in a week. At the end of the semester, students will take one project and develop it further. Students also learn advanced 3d tools, game engines, character design and concepting. Students are introduced to advanced theory on game, animation and media studies, storyworld design, and game design. Students without a game design or visual background will be given special remedial readings and exercises. The semester includes a 3-day game/story jam.	**Learning Outcomes (Knowledge, skills and competences)** Knowledge: ● Knowledge of advanced theory of games, animation and storyworlds. ● Knowledge of advanced design methods for storytelling, game and media design. ● Knowledge of storyworld creation. ● Knowledge of a range of genres, design, and devices across a range of media. Skills: ● Ability to quickly execute a prototype across different media, and including theoretical development. ● Use of common tools of 2d and 3d graphics, animation and game development. ● Ability to create concepting art for a design. Competencies: ● Ability to develop and execute a vision for a given challenge or context. ● Ability to discern between possible design solutions ● Ability to theoretically analyze the design of a range of media. ● Ability to present a design solution professionally.
Attendance requirements: Full attendance and participation in all activities is expected.	**Submission requirements:** Students must hand in several game and media prototypes, with appropriate design documentation and concept art.

	Students must submit an updated online portfolio.
	Project report of 10 pages describing design process, solution, and theoretical reflection.
Syllabus: 300 pages of academic or professional literature. • Game studies • Storytelling • Storyworld design • Game design method • Concepting • Game development • Animation/ Motion Graphics	**Method of assessment:** Oral examination **Grading**: Danish 7-point grading scale **Censor**: Internal