UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

SYLLABUS DEL CORSO

Game Design e Gamification

2627-2-E2006P026

Learning area

3: Techniques, tools, and technologies of communication.

Learning objectives

Knowledge and understanding

- Communication in videogames.
- Basic concepts of videogames design.
- Basic concepts of gamification design.
- Applied and theoretical concepts about games, videogames, and videogame design.

Applying knowledge and understanding

- Understanding and applying basic principles of videogame design.
- Understanding and applying basic principles of gamified interventions design.

Making judgements

- Development of critical analysis, evaluation, and synthesis skills of new and complex ideas through discussions with students and group activities involving the analysis of existing video games, aimed at assessing their characteristics based on different criteria, as well as the design proposals of prototypes that emphasize the critical aspects identified.

Communication skills

- Development of the ability to communicate clearly and consciously, presenting to peers both through pitches and through the created artifacts the outcomes of the design process.
- Development of strong skills in active listening, negotiation, and teamwork, aimed at designing the prototypes proposed during the practical sessions.

Learning skills

- Development of the ability to pursue one's studies independently, strengthened by increased critical awareness fostered through the group work carried out during the laboratory sessions.

Contents

The laboratory is very practical. A set of activities about the analysis of videogames, the design either to modify videogames or to propose new ones up to a preliminary game and/or a gamified intervention proposals will be accomplished both individually and in groups.

Detailed program

• The concept of game, videogame and a short history of videogames.
• Analysis of different videogames genres with examples.
• Introduction of a conceptual framework to analyze videogames.
• Exercises of application of the framework to existing games.
• Exercises of application of the framework to modify games.
• Preliminary design of a videogame and/or a gamified intervention.

Prerequisites

Nothing specific. The laboratory will not focus on implementation aspects of videogames but on the design aspects at a higher abstraction level: It is not required any specific technical and technological skill.

Teaching methods

2 in-person 4 hours each lecture-based classes.
4 in-person 4 hours each interactive-classes.

The attendant will be involved with a lot of activities either individually or in groups. The theoretical aspects will be limited at the bare necessary. The other time will be employed working together with activities, videogames evaluation both watching videos and playing directly. The course will be held in Italian.

All the proposed materials (slides of the lessons) will be available on the e-learning site.
Ad-hoc materials will be proposed and used for the students' projects.

Erasmus students could contact the lecturer to define a bibliography in English.

Assessment methods

A final evaluation with all the participants of a preliminary proposal of the design of a videogame and/or of a gamified intervention; the proposal could be prepared both individually and in small groups.

Students are requested the active participation of at least the 75% of the total lab hours.

Textbooks and Reading Materials

Suggested text for the theory:
Elements of Game Design di Robert Zubek, The MIT Press.

Any integrative materials will be available at the elearning site.

A more detailed information about materials will be published on the elearning site.

Sustainable Development Goals

GOOD HEALTH AND WELL-BEING | GENDER EQUALITY | REDUCED INEQUALITIES