

**ELECTIVE 2,5 ECTS**  
**BACHELOR FALLTERM**  
**MultiMediaTechnology**

**Game Studies & Game Design 1**

2.5 ECTS

Course Content:

Basic elements of games; Analysis and comparison of different definitions of game, gaming, and gameplay; History of games; Theories of interaction and relevant quality factors; Classical game theory; Game rules, game balance, and challenges; Quality criteria regarding games; Culture-specific aspects of games; Storytelling and narration; Overview of different genres of games, e.g., Serious Games, Strategy, First Person Shooter; Conceptual forms in game development; Conceptualization of a game; Advancement of the medium of games regarding accessibility, inclusivity, and diversity.

Learning Outcomes:

Students will be able to:

- Identify basic elements of games and understand quality criteria for game, gameplay, and interaction.
- Develop ideas for games, refine them into concepts, and document them in writing.
- Possess basic knowledge of game design, game theory, game balance, and game rules.
- Recognize common game genres, name them, and distinguish between them.
- Have an overview understanding of the developmental history of the medium of games.
- Identify and differentiate between different definitions of game and gaming.