Syllabus

Course Description

Course Title	Board Game Design
Course Code	89144
Course Title Additional	
Scientific-Disciplinary Sector	MATH-01/A
Language	English
Degree Course	Studium Generale - basic course
Other Degree Courses (Loaned)	
Lecturers	Prof. Eduardo Martins Guerra, Eduardo.MartinsGuerra@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/43879
Teaching Assistant	
Semester	Second semester
Course Year/s	1
CP	6
Teaching Hours	18
Lab Hours	0
Individual Study Hours	0
Planned Office Hours	
Contents Summary	• Different types of games and modern analogic games • Iterative game design process • Playtesting techniques and strategies • Game mechanics and game balancing • Gamification and application of serious games • Representing concepts in games
Course Topics	• Different types of games and modern analogic games • Iterative game design process • Playtesting techniques and strategies • Game mechanics and game balancing

	• Gamification and application of serious games • Representing concepts in games • Different types of games and modern analogic games • Iterative game design process • Playtesting techniques and strategies • Game mechanics and game balancing • Gamification and application of serious games • Representing concepts in games
Keywords	
Recommended Prerequisites	
Propaedeutic Courses	
Teaching Format	Frontal lectures combined with practical exercises and labs
Mandatory Attendance	Hightly reccomanded
Specific Educational Objectives and Learning Outcomes	The students will understand the process of designing a game following iterative cycles. In this process, it will be discussed important topics such as the conception of the initial version of the game and techniques for playtesting. The students will also learn the main mechanics and different types of player interactions that can used in the games and how they can be combined in the creation of an original game. During the course, the concepts of game design will be exercised with analogic games, but they can be applied also for digital or hybrid games. After the course, the students will be able to apply the concepts learned for different purposes, such as developing games for entertainment, gamifying a process, and designing serious games for didactic purposes. Knowledge and understanding • To have a thorough knowledge of the main fundamentals techniques and methods of game design • To have a thorough knowledge of the main mechanics used in games Applying knowledge and understanding • Be able to apply the knowledge about game mechanics to develop new games. • Be able to understand and identity the game mechanics of existing games.

	Making judgments • Be able to compare different alternative game mechanics by the effect that they will have in a game. Communication skills • Present game rules and collect feedback from a playtesting session. • Present a game to a publisher using a sell sheet. Learning skills • Have developed learning skills to extract information of game mechanics from existing games. • Have developed learning skills to understand the feedback provided in a playtesting session.
Specific Educational Objectives and Learning Outcomes (additional info.)	
Assessment	Final project work and oral presentation: the student should present the prototype of a game (which can be a board game or a digital game) and answer questions about the decisions made and the process used for its development. It can be made individually or by groups of 2 to 4 students.
Evaluation Criteria	The evaluation will consider: the game developed; the development process used by the student; the presentation of the rationale behind the decisions made; and the answers given to the questions.
Required Readings	Engelstein, G., & Shalev, I. (2019). *Building Blocks of tabletop game design: An encyclopedia of mechanisms*. CRC Press. Schell, J. (2008). *The Art of Game Design: A book of lenses*. CRC press.
Supplementary Readings	Daniela, L. (Ed.). (2021). Smart pedagogy of game-based learning. Springer Nature. Schreiber, I., & Romero, B. (2021). Game balance. CRC Press.

	Zimmerman, E. (2022). The rules we break: Lessons in play, thinking, and design. Chronicle Books. Bogost, I. (2008). The rhetoric of video games (pp. 117-40). MacArthur Foundation Digital Media and Learning Initiative. Barney, C. (2020). Pattern language for game design. CRC Press. Barney, C. A. (2021). Application of pattern language for game design in pedagogy and design practice. Information, 12(10), 393. Holopainen, J., & Björk, S. (2003). Game design patterns. Lecture Notes for GDC. Rogers, S. (2014). Level Up! The guide to great video game design. John Wiley & Sons.
Further Information	
Sustainable Development Goals (SDGs)	