

DS312 课程大纲

- 1、2023 春季学期 (2-7 页码)
- 2、2024 春季学期起 (8-13 页码)

课程详述

COURSE SPECIFICATION

以下课程信息可能根据实际授课需要或在课程检讨之后产生变动。如对课程有任何疑问，请联系授课教师。

The course information as follows may be subject to change, either during the session because of unforeseen circumstances, or following review of the course at the end of the session. Queries about the course should be directed to the course instructor.

1.	课程名称 Course Title	游戏制作 Making a Game
2.	授课院系 Originating Department	创新创意设计学院 School of Design
3.	课程编号 Course Code	DS312
4.	课程学分 Credit Value	3
5.	课程类别 Course Type	专业必修课 Major Core
6.	授课学期 Semester	春季 Spring
7.	授课语言 Teaching Language	英文 English
8.	授课教师、所属学系、联系方式 (如属团队授课, 请列明其他授课教师) Instructor(s), Affiliation & Contact (For team teaching, please list all instructors)	Ruowei Xiao 萧若薇 Assistant Professor, School of Design

9.	实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact	无 NA				
10.	选课人数限额(可不填) Maximum Enrolment (Optional)					
11.	授课方式 Delivery Method	讲授 Lectures	习题/辅导/讨论 Tutorials	实验/实习 Lab/Practical	其它(请具体注明) Other (Please specify)	总学时 Total
	学时数 Credit Hours	32		32		64
12.	先修课程、其它学习要求 Pre-requisites or Other Academic Requirements	无 N/A				
13.	后续课程、其它学习规划 Courses for which this course is a pre-requisite	无 N/A				
14.	其它要求修读本课程的学系 Cross-listing Dept.	无 N/A				

教学大纲及教学日历 SYLLABUS

15. 教学目标 Course Objectives

本课程将介绍游戏制作从设计概念到完整产品的基础知识，涵盖设计，技术，管理及政策等方面。其中，设计部分将引入基础游戏研究理论及设计方法论；技术部分将介绍下一代游戏制作的先端技术，并且学生将有会上手实践和参与游戏开发；管理及政策部分则主要解决商业游戏产品的规划和管理。本课程将根据校外合作机构相关安排等情况组织实地考察。

技能：基本产品规划，设计

This course introduces students to the most fundamental aspects of game making, from design concept to completed product, including design, technology as well as management and policy. The design section of the course introduces basic game study theories and design methods. The technology section of the course introduces advanced theories for next-generation games and offers hands-on opportunities for students to participate in game development. The

management and policy section addresses aspects of planning and managing game products. The course will include field trips depending on availability and external collaborator.

Skills: basic production planning, design

本课程有安排实地考察和与外部公司合作的可能性。届时课程内容和活动安排将会调整。

This course will include field trips and collaborations with external companies depending on availability. Lecture and activity schedules are indicative and may be adjusted.

1 预达学习成果 Learning Outcomes

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在本课程结束时，学生将能够：

1. 掌握设计及开发游戏的实用基础技能。
2. 理解商业游戏产品规划及管理的产业实践。
3. 将游戏化及可玩式设计转化及应用到非游戏场景，以创造参与度更高的用户体验。

Upon completion of this course, students will be able to:

1. Demonstrate basic practical skills of designing and developing a game
2. Identify and explain industrial practices in game product planning and management
3. Transfer and apply gameful and playable design to non-game contexts to create engaging user experiences

1 课程内容及教学日历（如授课语言以英文为主，则课程内容介绍可以用英文；如团队教学或模块教学，教学日历须注明主讲人）

7 Course Contents (in Parts/Chapters/Sections/Weeks. Please notify name of instructor for course section(s), if this is a team teaching or module course.)

<u>Week</u>	<u>Content</u>
1	<p>Lecture (4 hours) Course outline, group formation, introduction of external collaborator. Introduction of key theories of gameful and playable design.</p> <p>Practice (4 hours) Ideation workshop on game design.</p>
	<p>Lecture (4 hours) Tutorials on game design methods.</p>

	<p>Practice (4 hours) Continued ideation workshop on game design.</p>
2	<p>Lecture (4 hours) Group presentation and review for Game Design section.</p> <p>Practice (4 hours) Refinement and submission for Game Design section.</p>
	<p>Lecture (4 hours) Introduction and demonstration of advanced technologies for next-generation game creation.</p> <p>Practice (4 hours) Fast prototyping workshop on game development.</p>
3	<p>Lecture (4 hours) Tutorials on practical game development skills.</p> <p>Practice (4 hours) Continued fast prototyping workshop on game development.</p>
	<p>Lecture (4 hours) Group presentation and review for Game Development section.</p> <p>Practice (4 hours) Refinement and submission for Game Development section.</p>
4	<p>Lecture (4 hours) Invited guest lecture on planning and managing game products.</p> <p>Practice (4 hours) Field trip to observe industrial practice of game product and project management on site and discussion with collaborators.</p>
	<p>Lecture (4 hours) Final group presentation and review.</p> <p>Practice (4 hours) Final refinement and submission.</p>

1 教材及其它参考资料 Textbook and Supplementary Readings

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课程评估 ASSESSMENT

19. 评估形式 Type Assessment	评估时间 of Time	占考试总成绩百分比 % of final score	违纪处罚 Penalty	备注 Notes
出勤 Attendance		10%		
课堂表现 Class Performance				
小测验 Quiz				
课程项目 Projects				
平时作业 Assignments				
期中考试 Mid-Term Test				
期末考试 Final Exam				
期末报告 Final Presentation		90%		
其它 (可根据需要 改写以上评估方式) Others (The above may be modified as necessary)				

20. 记分方式 GRADING SYSTEM

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| <input checked="" type="checkbox"/> A. 十三级等级制 Letter Grading
<input type="checkbox"/> B. 二级记分制 (通过/不通过) Pass/Fail Grading |
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课程审批 REVIEW AND APPROVAL

21. 本课程设置已经过以下责任人/委员会审议通过

This Course has been approved by the following person or committee of authority

Professor Tom Kvan
Dean, School of Design

课程详述

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	学时数 Credit Hours	20	20	24		64
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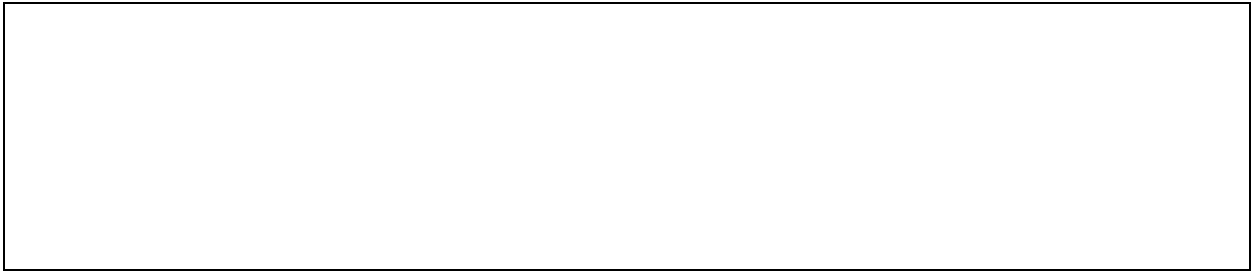
<u>Week</u>	<u>Content</u>
1	Lecture Course outline, group formation, introduction of external collaborator. Introduction of key theories of gameful and playable design.
2	Practice Ideation workshop on game design.
3	Lecture Lecture of game design methods.

4	Practice Continued ideation workshop on game design.
5	Tutorial Group presentation and review for Game Design section.
6	Tutorial Refinement and submission for Game Design section.
7	Lecture Introduction and demonstration of advanced technologies for next-generation game creation.
8	Practice Fast prototyping workshop on game development.
9	Lecture Lecture on practical game development skills.
10	Practice Continued fast prototyping workshop on game development.
11	Tutorial Group presentation and review for Game Development section.
12	Tutorial Refinement and submission for Game Development section.
13	Lecture Invited guest lecture on planning and managing game products.
14	Practice Field trip to observe industrial practice of game product and project management on site and discussion with collaborators.
15	Tutorial Final group presentation and review.
16	Tutorial Final refinement and submission.

1 教材及其它参考资料 Textbook and Supplementary Readings

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课程评估 ASSESSMENT

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出勤 Attendance		10%		
课堂表现 Class Performance				
小测验 Quiz				
课程项目 Projects		40%		
平时作业 Assignments		30%		
期中考试 Mid-Term Test				
期末考试 Final Exam		20%		
期末报告 Final Presentation				
其它 (可根据需要 改写以上评估方式) Others (The above may be modified as necessary)				

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- A. 十三级等级制 Letter Grading
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