Game Design and Development (minor)

Basic information of the minor

Code:

Extent: 18-27 ECTS

Language: English

Department in charge: Art and Media

Teachers in charge: Miikka Junnila

Administrative contact: Erika Syväniemi

Target group: Masters level students

Application procedure:

Application in Spring.

Application instructions for Aalto University students

Students from other Finnish universities apply for the minor during the JOO application period. Instructions: Instructions for JOO applicants from other Finnish universities.

Needed attachments:

Needed attachments are a transcript of records and a motivation letter. In the letter the applicant describes one's background and experience relating to the minor subject applied for as well as indicates one's learning objectives. We strongly recommend that the applicants provide links to videos and/or other documentation about their past games, software, art, design etc.

Selection criteria: 1) educational background relating to the minor subject, 2) working experience or other experience relating to the minor subject and 3) feasible learning goals relating to the minor subject.

Quotas and restrictions: 3-12 students.

Prerequisites: Please see application procedure and quotas and restrictions.

Content and structure of the minor

Learning outcomes

Development major, but the extend and depth is just not as deep as in the major. After finishing the minor, the students should be able to:

Design, create, and analyse games from a player-centric perspective, building on latest research findings. Minor students know many scientific approaches to games and can utilize this knowledge in creating compelling experiences for their target audiences. Examples include a research-based understanding of psychological factors such as player needs, motivations, and emotion; mathematical and simulation tools for analyzing and designing game economies and emergent interactions; understanding how aspects of human perception and motor control affect things like action game reaction time or the ease of use of game.

Content

The Game Design and Development minor offers a condensed package of core game courses from our game major, allowing the students to learn about game design and also apply their background skills (programming, visuals, etc.) in small game projects.

Structure of the minor

The minor is built so that there is a opening workshop week at the end of summer, and from there on, weekly lectures to do with game design and analysis, and a game project running through the whole autumn alongside the lectures where students get to experience game making in practice and applying some of the concepts taught in the lectures.

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<thead>
<tr>
<th>Code</th>
<th>Name</th>
<th>Credits</th>
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<tbody>
<tr>
<td>AXM-E5001</td>
<td>Game Design</td>
<td>6</td>
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<td>AXM-E5003</td>
<td>Game Project I</td>
<td>6</td>
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<td>AXM-E5002</td>
<td>Game Analysis</td>
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<td>AXM-E5007</td>
<td>Advanced Topics in Game Design</td>
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<td>AXM-E0201</td>
<td>Study Project</td>
<td>1-6</td>
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(Check the minimum scope of the minor studies in your own program.)