

Veranstaltungsname
Game Design
Lehrende
Prof. Maic Masuch

Semester	Turnus	Sprache	Prüfungsnummer
2	WS	Englisch	ZKD 50049

SWS	Präsenzleistung	Eigenleistung	ECTS
4	60	120	6

Lehrform
Vorlesung
Prüfungsform
Klausur
Beschreibung
This course provides an introduction to the principles, methods, and processes of digital game design. It focuses on understanding games as interactive systems emerging from the interplay of mechanics, player experience, narrative, and technological constraints. Students explore core components such as game mechanics and dynamics, player psychology, interactive storytelling, level design, and interface design. The course also situates game design within its historical, cultural, and economic context, including genres, industry structures, and business models. A key aspect is the integration of design theory with development practice. Students gain insight into the game development lifecycle from ideation to playtesting, with emphasis on iterative, player-centered design and balancing creativity with feasibility. The course also addresses multiplayer and social design, ethical considerations, and interactive applications beyond entertainment (e.g., serious games). The course Game Design is closely integrated with the parallel course Game Development. While Game Design can be completed as an independent lecture, Game Development is designed to be taken in conjunction with Game Design. This ensures a strong alignment between theory and practice, as design concepts are directly applied and refined within the development process.

Lernziele

After successful completion of the course, students will be able to:

Conceptual Understanding

- Explain core principles of game design, including mechanics, dynamics, and player experience
- Analyze digital games as interactive systems and classify them by genre and design paradigms

Design & Evaluation

- Design coherent game concepts integrating mechanics, narrative, and interaction
- Evaluate games with respect to player motivation, usability, and engagement

Process & Application

- Describe the game development lifecycle, including prototyping, iteration, and playtesting
- Apply design principles in practice within a development context and assess feasibility constraints

Context & Reflection

- Explain basic industry structures and business models
- Critically reflect on ethical, social, and non-entertainment applications of games

Literatur

- Fullerton, Tracy – Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 5th Edition, CRC Press, 2024.
- Mesmar, Fawzi – Demystifying Creativity: On Originality in Game Development, 2nd Edition, CRC Press, 2024.
- Schell, Jesse – The Art of Game Design: A Book of Lenses, 3rd Edition, CRC Press, 2019.
- Scott Rogers – Level Up! The Guide to Great Video Game Design, 3rd Edition, John Wiley & Sons Inc, 2024.

Vorleistung