

Syllabus

Course description

Course title	Board Game Design
Course code	89144
Scientific sector	
Semester	2nd
Academic Year	2023-2024
Credits	6
Day and time of the lectures	From 5 p.m.
Place or/and online	Bolzano/Bozen
Total lecturing hours	36
Attendance	Highly recommended
Prerequisites	None

Specific educational objectives	To understand the process for the creation of a board game, including the creation of a prototype and the iterative cycle of creation and playtesting. The students will also learn the main mechanics that can be used in the games and what are the characteristics that each one brings to the game.
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Lecturer	Eduardo Guerra Office I1.08, eduardo.guerra@unibz.it, +39 375 6071913. https://www.unibz.it/en/faculties/computer-science/academic-staff/person/43879-eduardo-martins-guerra
Scientific sector of the lecturer	ENG-INF/05
Teaching language	English
List of topics covered	<ul style="list-style-type: none"> • Modern board games • Board game design process • Playtesting techniques • Game mechanics • Board game prototyping • Representing concepts in games
Teaching format	Frontal lectures combined with practical exercises and labs

Learning outcomes	<p>Knowledge and understanding</p> <ul style="list-style-type: none"> • To have a thorough knowledge of the main fundamentals techniques and methods of board game design • To have a thorough knowledge of the main mechanics used in board games <p>Applying knowledge and understanding</p> <ul style="list-style-type: none"> • Be able to apply the knowledge about game mechanics to develop new games. • Be able to understand and identify the game mechanics of existing games. <p>Making judgments</p>
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	<ul style="list-style-type: none"> • Be able to compare different alternative game mechanics by the effect that they will have in a game. <p>Communication skills</p> <ul style="list-style-type: none"> • Present the board game rules and collect feedback from a playtesting session. • Present a board game to a publisher using a sell sheet. <p>Learning skills</p> <ul style="list-style-type: none"> • 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.
<p>Assessment</p>	<p>Activities done during the lectures will worth additional points for the students.</p> <p>Final project work and oral presentation: the student should present the prototype of a board 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 or 3 students.</p>
<p>Assessment language</p>	<p>English</p>
<p>Evaluation criteria and criteria for awarding marks</p>	<p>The evaluation will consider: the board 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.</p>
<p>Required readings</p>	
<p>Supplementary readings</p>	<p>Engelstein, G., & Shalev, I. (2019). <i>Building Blocks of tabletop game design: An encyclopedia of mechanisms</i>. CRC Press.</p> <p>Schell, J. (2008). <i>The Art of Game Design: A book of lenses</i>. CRC press.</p>