Game Studies & Game Design 1

3 ECTS

Course Content:

Key elements of games; analysis and comparison of different definitions of game, gaming, and gameplay; history of games; theories of interaction and relevant quality factors; classical game theory; game rules, game balance, and challenges; quality criteria regarding games; culturally specific aspects of games; storytelling and narration; overview of different genres of games, e.g., serious games, strategy, first-person shooters; concept forms in game development; conceptualization of a game. Further development of the medium of games in terms of accessibility, inclusivity, and diversity.

Learning Outcomes

The students:

- o   Can identify the bas:ic elements of games and are familiar with quality criteria for game, gameplay, and interaction.
- o   Develop ideas for games, refine them into concepts, and document them in writing.
- o   Possess basic knowledge of game design, game theory, game balance, and game rules.
- o   Are familiar with common game genres, can name them, and distinguish between them.
- o   Have an overview understanding of the developmental history of the medium of games.
- o   Can identify and distinguish between different definitions of game and gaming.

Motion Design 1

3 ECTS

Course Content:

Knowledge and skills in the design of animated posters, banners, and infographics. Application of knowledge from conception, scriptwriting, storyboarding, dramaturgy, editing, and assembly to motion graphics and typography. Initial skills in motion graphics tools.

Learning Outcomes:

Students have acquired basic knowledge and skills in motion design and have been introduced to narrative graphics and typography in space and time. They have learned about experimental analog and digital 2D animation.

Creating Visual Drama 1

3 ECTS

Course Content:

The course, spanning over two semesters, will tell a story based on art historical influences from photography to moving images. The focus is not on camera technology but on the ability to translate a story into images in such a way that the emotionality of the narrative is conveyed as strongly as possible to the viewer. To achieve this, graphic novels, photography, painting, sculpture, and architecture will be drawn upon to have the widest range of possibilities for telling a photographic image as a style and sequence of images/film.

Learning Outcomes:

The students receive a comprehensive overview of art historical movements and their influence on modern image design in photography and film. They learn to understand the connections and mechanisms through which art historical influences such as painting or architecture are reflected in works like

Christopher Nolan's Batman trilogy or William Eggleston's photography and how they influence them. The students learn to create short stories and visually sketch them in photography and successive film.

Media Scenography 1

3 ECTS

Course Content:

Delivery of theory, tools, and methods for real-time sound-image design, transforming sounds and rhythms into visual expressions. Applications of sensor technology and linking methods. Analysis of concepts of classical and contemporary media- and interaction-oriented spatial and environmental design, including their action models and technologies, within the context of socio-cultural perception. Practice: Final project: Conceptualization and implementation (installation, A/V performance).

Learning Outcomes:

- o Ability to conceptualize and create an installation or live A/V performance/visualization.
- o Knowledge of classical and contemporary media- and interaction-oriented spatial and environmental design, including their action models and technologies, within the context of socio-cultural perception.
- o Advanced knowledge and skills in tools or methods for real-time sound-image design and their forms of expression in three-dimensional, real, or virtual environments via the staging of objects and spaces through sound, light, color, image, and interaction.