



Programme: Visual Game & Media Design

Title: Game and Media Prototyping

<p>Semester: 1</p>	<p>Period: 2 September 2024 – 24 January 2025</p> <p>ECTS-points: 30</p>
<p>Contents:</p> <p>In this module, students are introduced to advanced methods and concepts for working with games, animation, story content and theory.</p> <p>Students also learn advanced 3d tools, game engines, character design, concepting, and research study design.</p> <p>Students are introduced to theory on game, animation, and media studies, and to the practices of storyworld and game design. Students are also introduced to relevant issues of ethics and sustainability in the field.</p> <p>To prepare students for their careers, they are introduced to entrepreneurship and legal issues within the field. Students are also introduced to the creation of online Portfolios.</p> <p>The semester includes a 3-day game/story jam.</p> <p>At the end of the semester, students will choose one project and develop it further.</p>	<p>Learning Outcomes (Knowledge, skills and competences):</p> <p>Knowledge:</p> <ul style="list-style-type: none"> • Advanced knowledge of a range of design methods for storytelling, game, and media design. • Advanced knowledge of storyworld creation. • Knowledge of a range of genres, design, and devices across a range of media. • Knowledge of entrepreneurship and legal issues within the field. <p>Skills:</p> <ul style="list-style-type: none"> • Ability to quickly execute a prototype across different media at advanced level. • Ability to create a study design to examine an aspect of a production or of user behavior. • Use of common tools of 2d and 3d graphics, animation, and game development at an advanced level. • Ability to create concept art for a design. • Ability to present a design solution professionally at an advanced level. <p>Kompetences:</p> <ul style="list-style-type: none"> • Ability to develop and execute a vision for a given challenge or context reflected in theory. • Competence in identifying design needs for a given context, discerning between possible media, design solutions, and processes, and to apply them to the given situation.
<p>Teaching forms:</p> <p>Workshops, tutorials, group work, lectures and supervision for practical and written assignments.</p> <p><i>Course structure:</i> The module is structured as a series of 1, 2 or 3-week exercises, where students are given readings, lectures, and a design challenge that they have to complete within that time frame.</p>	<p><i>Note: For the VGMD program, art and practice are closely intertwined, and all learning goals relate to art and practice. Furthermore, the knowledge learning out comes are also directly tied to scientific research and methods.</i></p>



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<p>Attendance requirements: (write only requirements for activities for which attendance is a prerequisite for attending the oral examination)</p>	<p>Submission requirements:</p> <p>Students must hand in several game and media prototypes, with appropriate design documentation and concept art.</p> <p>Students must submit an updated online portfolio.</p> <p>Project report of 10 pages describing design process, solution, and theoretical reflection.</p> <p>Submission deadline: Jan 6 .2025, 12noon</p>
<p>Syllabus:</p> <p>300 pages of given academic or professional literature within the themes</p> <ul style="list-style-type: none">• Game studies• Storytelling• Storyworld design• Game design method• Concepting• Game development• Animation/ Motion Graphics	<p>Method of assessment: Oral examination, 45 minutes</p> <p>Grading: Danish 7-point grading scale</p> <p>Censor: Internal</p>