

Course Description	
Course Code	YS 431
Course Name	GAME PROGRAMMING
Prerequisite Courses	
Language of the Course	The English
Course Coordinator	-
Instructor(s)	-
Course Assistants	None
The aim of the course	The aim of this course is to introduce students to the basic concepts and working principles of game design (and design in general). Going hand in hand with practice, and based on a design approach that is both player-oriented and iterative, in addition to the theoretical information presented weekly, the course requires students to develop a game (digital and non-digital) from the idea stage to the final product stage is expected.
Course Content	In this course, students will have information about the game creation process and will have the chance to transfer this knowledge to the games they have developed.

Weekly Course Content	
Week 1	General Introduction
Week 2	Standards, principles and theories
Week 3	Basic Elements in Game Design and Construction of Blocks II
Week 4	Formal elements in game design I
Week 5	Formal elements in game design II
Week 6	Dramatic elements in game design I
Week 7	Dramatic elements in game design II
Week 8	Midterm exam.
Week 9	The Story and the Hero's Journey
Week 10	Controller design and game feel
Week 11	Game Project I
Week 12	Game Project II
Week 13	Game Project III
Week 14	Project Presentations
Week 15	Final exam.

Course Learning Outcomes	
1	Be able to analyze their own games as well as other games and games available in the market in a level and meaningful way by using the game design and general design concepts learned in the course.
2	To implement all processes regarding the game development process, starting from the concept development stage to the presentation of the final product to the user.
3	To act as the spokesperson for the player profile, which is the target audience, and to implement a participatory and collective working style focused on prototyping and testing, with a responsive designer understanding that prioritizes the interests of the players.
4	To be able to carry out the project day by day by preparing project documentation with a solid mission in-game project planning.

Contribution of the Course to Program Qualifications		Contribution Level
01	The student will have the ability to apply analytical approach, mathematics and science knowledge in software and engineering issues.	5
02	The student will have the ability to identify, define, formulate and solve a problem in software and computer systems.	5
03	The student will have gains scientific research skills in software and engineering problems, has the ability to design a system, part or process.	5
04	The student will have the ability to use the design capability, techniques and tools required for engineering applications.	5
05	The student will have the ability to design, implement and interpret experimental work and software projects by analyzing the results.	5
06	The student will have the ability to work between disciplines and teamwork.	5
07	The student will have the ability to work in international environments and adapt to different cultures.	5
08	The student will have verbal and written communication skills in Turkish and English.	5
09	The student will have the awareness of the necessity of lifelong learning and the ability to realize it.	5
10	The student will gain knowledge of legal issues with the awareness of professional and ethical responsibility.	3
11	The student will have managerial skills (leadership, organization, time and risk management, quality awareness, efficiency, etc.).	5
12	The student will have the ability to participate in social activities, to acquire regular sports habits and to use time in the best way.	5
13	The student will have the ability to find unusual ways and produce projects.	5
14	The student will have professional self-confidence, being an entrepreneur and taking initiative.	3
15	It is sensitive about the problems of the age and looks after the national interests.	1

ECTS WORKLOAD			
	Number	Duration (hours)	Number*Duration
Face to face education	14	2	28
Out-of-class study time (pre-study, reinforcement)	0	0	0
Homeworks	2	7	14
Presentation / Seminar preparation	4	1	4
Quizzes	0	0	0
Preparation for midterm exams	1	7	7
midterm exams	1	2	2
Project (Semester assignment)	1	8	8
Lab	0	0	0
field work	0	0	0
Preparation for the final exam	1	15	15
Semester final exam	1	2	2
Research	0	0	0
<b>TOTAL WORKLOAD</b>			<b>80</b>
<b>ECTS</b>			<b>3</b>

Evaluation		
SEMESTER EVALUATION	Number	Contribution Percentage
Midterm	1	20
Quiz	0	0
Homework	2	20
<b>SEMESTER TOTAL</b>		<b>40</b>
Contribution rate of mid-term evaluations to success		40
Contribution rate of the final exam to success		60

<b>GRAND TOTAL</b>		<b>100</b>
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<b>RESOURCES</b>	
Textbook	Tracy Fullerton (2006). Game Design Workshop (2nd Edition). New York: Elsevier. Steve Swink, Game Feel.
Helpful Resources	