

# Capital Game Concepts

## Module Guide 2020

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<b>Module ID</b>	
<b>Academic Year</b>	2019-2020
<b>ECTS</b>	3
<b>Contact hours</b>	63
<b>Self study hours</b>	21
<b>Course site</b>	<a href="https://www.amsterdamuas.com/summerschool/course/fdmci/capital-game-concepts/capital-game-concepts.html?origin=V3tk7654RSmvcL9Y7fgNMQ">https://www.amsterdamuas.com/summerschool/course/fdmci/capital-game-concepts/capital-game-concepts.html?origin=V3tk7654RSmvcL9Y7fgNMQ</a>

## Course overview

This guide gives you an overview of the summer course Capital Game Concepts

### 1.1 Content

With billions of players worldwide, video and board games have conquered the planet. At the heart of their success is the art of game design: the discipline of creating engaging systems and immersive challenges appealing to the imagination.

Whether you want to flesh out your ideas or are just looking to broaden your horizon, this hands-on crash course will give you practical techniques to design your own games. With the help of expert lecturers and professionals from the video games industry, you will learn how to create, test and improve your concepts in the beautiful city of Amsterdam. Summon your inner child and get ready to enter the realm of fun!

## 1.2 Learning outcomes

#	You can:
1.	Apply key game-design techniques to create game concepts.
2.	Quickly create prototypes and test their feasibility.
3.	Iterate on ideas using test results to improve your design.

## 1.3 Learning activities

- ✓ Interactive lectures.
- ✓ Workshops.
- ✓ Iterative project work.
- ✓ Guest lectures.

## 1.4 Teaching methodologies

- Alternate between workshops and project time, where you will apply your newly acquired knowledge.
- Bounce ideas off your peers and brainstorm as a team.
- Gain insights with guest lecturers.
- Develop, test and refine your concepts; analyze the test results under the guidance of teachers and industry experts.

## 1.5 Study materials & recommended further reading

The reference book used during this course is *Game Design Workshop*, by Tracy Fullerton.

## 1.6 Assignments & assessment

Assignments / Tests	Weight
	(%)
Process portfolio	30%
Final product presentation	30%
Product	40%
Total	100%

1. Lesson Planning	
<b>Week 1 Day 1</b>	8:00-9:00 Registration 9:00-10:00 Opening Summer school 10:00-12:30 Icebreaker 12:30-13:30 Lunch 13:30-16:00 Introduction to the course 16:00-17:00 Dutch Culture/ film 17:00 Welcome drinks
<b>Week 1 Day 2</b>	09:00-12:30 Workshops and Project Work 12:30-13:30 Lunch 13:30-17:00 Project Work
<b>Week 1 Day 3</b>	09:00-10:30 Presentation and feedback 10:30-12:30 Workshops 12:30-13:30 Lunch 13:30-17:00 Project Work
<b>Week 1 Day 4</b>	09:00-10:30 Presentation and feedback 10:30-12:30 Workshops 12:30-13:30 Lunch 13:30-17:00 Playtesting in Amsterdam
<b>Week 1 Day 5</b>	09:00-10:30 Presentation and feedback 10:30-12:30 Workshops 12:30-13:30 Lunch 13:30-17:00 Project Work

<b>Week 2 Day 1</b>	09:00-10:30 Presentation and feedback 10:30-12:30 Workshops 12:30-13:30 Lunch 13:30-17:00 Project Work
<b>Week 2 Day 2</b>	09:00-10:30 Presentation and feedback 10:30-12:30 Workshops 12:30-13:30 Lunch 13:30-17:00 Playtesting in Amsterdam
<b>Week 2 Day 3</b>	09:00-10:30 Presentation and feedback 10:30-12:30 Workshops 12:30-13:30 Lunch 13:30-17:00 Project Work
<b>Week 2 Day 4</b>	09:00-12:30 Project Work - Finalizing your concept 12:30-13:30 Lunch 13:30-17:00 Project Work - Finalizing your concept
<b>Week 2 Day 5</b>	09:00-12:30 Final Product Presentation 12:30-13:30 Lunch 13:30-16:00 Product Demos 16:00 Certificate ceremony 17:00 Farewell drink