

BALIKESIR UNIVERSITY
NECATİBEY EDUCATION FACULTY
UNIVERSITY ELECTIVE COURSE PROPOSAL FORM

Department/Program	Computer Education and Instructional Technology					
Course unit title	Basic Game Programming					
Semester	Fall					
Language of instruction	Turkish					
Credit	2					
Number of ECTS credits	3					
Mode of delivery	Face to face					
Objectives of the course	This course will provide understanding of the game at the same time the rapid development of technology, the game will provide the ability to design and implement.					
Course content	Understanding and development of computer games and industry recognition. Game types of learning. Learning needs of different hardware needed for games. Game design and implementation.					
Prerequisites and co-requisites						
Name of lecturer	Asist Prof.Dr. Mehmet Emin Korkusuz			e-mail: korkusuz@balikesir.edu.tr		
Assistants				e-mail:		
Internship	---					
Resources	Game Design: Theory and Practice (Richard Rouse)					
Type of course unit	Elective					
Planning learning activities and teaching methods	Active learning based activities					
Assessment methods and criteria			ECTS allocated based on student workload			
In-term studies	Quantity	Percentage (%)	Activities	Quantity	Duration	Total work load (hours)
Mid-terms	1	40	Course duration	14	3	42

Quizzes			Hours for off-the-c.r.stud	14	3	42
Assignment			Mid-terms	1	2	2
Attendance			Final exams	1	2	2
Practice			Total work load (hours): 88			
Project			Number of ECTS credits: 3			
Final exam	1	60				
Learning outcomes		Today's gaming industry and to understand the development Understand the process of game development Different hardware requirements needed for the game to learn Game design and implement				
Weekly detailed course contents						
Weeks	Topics				Prerequisites	Resources
1	Introduction					
2	What is the game, the players want?					
3	Example of a game analysis.					
4	Story and playability					
5	Design tools					
6	Determination of the focus					
7	Midterm exam					
8	Midterm exam					
9	Comparison of game engines.					
10	Establishment and performance of the game cycle.					
11	Modeling and animation.					
12	Game development.					
13	Game development.					
14	Game development.					
Contribution of learning outcomes to program outcome		Being able to work collaboratively with people in different fields To possess knowledge about different fields and areas To understand project management process and administer projects in electronic environment. To have good skills in computer hardware, operating systems, computer networks, programming languages To know how to use educational technology materials in instruction, to take an active role in designing and implementing educational software, e-learning and distance education.				

