TDT71 Game Development

General information about the content, goal and agenda.

About me...

* Position: Professor, Inventor/Co-founder Kahoot!/PlayPulse

* Email: alfw@idi.ntnu.no / P: 735 94485 / IT-020

* Research interests: Game-based Learning, ExerGames, Game development,Game Technology, Software Engineering

* Life: Church(band music), Music Cycling, Games

* Family: a wife and 3 daughters

Course information

- **Responsible:** Alf Inge Wang

- **Work load:** 3,75 SP

- **Syllabus:** Various articles from journals, proceedings and magazine.

- **Teaching approach:** 3 workshops where the students present the articles.

- **More info:** Look at ntnu.no/wiki/display/tdt71

Course goal

- The course is an introduction to:
  - Games, history and players
  - Use of games to motivate/engage
  - Game development

Course syllabus
An overview

- Main topics:

  - Games, history and players: 4 articles (86 pages)

  - Engagement and Motivation: 4 articles (47 pages)

  - Game Development: 4 articles (42 pages)

- Number of pages: 175 pages in total

- Get the articles:

  - Download PDF from TDT71 from ntnu.no/wiki/display/tdt71

Syllabus: Games, history and players (86 pages)

- Mark Overmars, *"A Brief History of Computer Games"* (35p)

- Holin Lin and Chuen-Tsai Sun, *"Massively Multiplayer Online Role- Playing Games (MMORPGs)"* (7p)

- Carsten Magerkurth, Adrian David Cheok, Regan L. Mandryk, and Trond Nilsen, *"Pervasive Games: Bringing Computer Entertainment Back to the Real World"* (19p)

- Juho Tamari and Janne Tuunanen, *"Player Types: A Meta-synthesis"* (25p)

Syllabus: Engagement and Motivation (47 pages)

- Tom W. Malone, *"What makes things fun to learn? Heuristics for designing instructional computer games"* (8p)

- Penelope Sweetser and Peta Wyeth, *"GameFlow: a model for evaluating player enjoyment in games" (not Section 4)* (14p)

- Alf Inge Wang et al., *"The effect of points and audio on concentration, engagement, enjoyment, learning, motivation and classroom dynamics using Kahoot!"* (10p)

- Alf Inge Wang et. al, *"Evaluation of the Game Exermon - a Strength Exergame Inspired by Pokémon Go"* (15p)

Game development (48 pages)

- Penelope Sweetser and Janet Wiles, *"Scripting Versus Emergence: Issues for Game Developers and Players in Game Environment Design"* (9p)

- David Callele, Eric Neufeld, Kevin Schneider, *"Requirements Engineering and the Creative Process in the Video Game Industry"* (13p)

- Alf Inge Wang and Njål Nordmark, *"Software Architectures and the Creative Processes in Game Development"* (14p)

- Rabail Tahir and Alf Inge Wang, "Codifying Game-based Learning: The LEAGUE framework for evaluation" (6p)

Organization: Three workshops

- **Games, history and players**
  Thursday 10th of September 14:15-16:00 Zoom

- **Engagement and motivation**
  Thursday 17th of September 14:15-16:00 Zoom

- **Game development**
  Thursday 24h of September 14:15-16:00 Zoom

- The students present the papers in the course in 10 minute presentations

- Group problem, discussions & quiz

Your assignment

* Choose one of the papers from the syllabus to present

    * Max 10 minutes presentation

    * Create at least 5 multiple-choice questions for Kahoot! from the paper with four answers (one or more correct)

        * Send questions to alfw@idi.ntnu.no

    * Present your paper at one of the workshops!

Summary
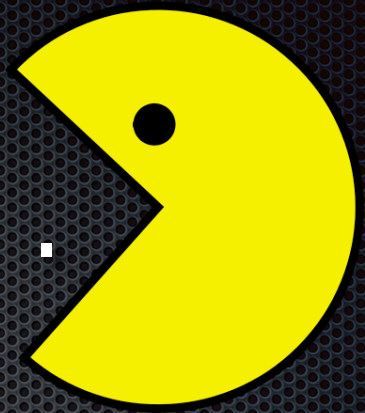
- Examination:
  - **Thursday 26th or Friday 27th of November**
- Questions?