BIRZEIT UNIVERSITY
Computer Science Department
Serious Gaming Fundamentals (COMP2331)
Course Outline
Second semester 2018/2019

The course objective is to allow students understand the game design challenges, animation and video game production processes, game design documents, storyboards, character design, game interface design, social and cognitive factors and game programming. This will give elementary direction to reach the serious game concept.

Serious Games take advantage of the engaging characteristics of games to develop the players' knowledge, personal and social skills. the process of idealizing, designing, developing, testing and delivering a serious game. At the end, students will be able to:

- Understand and comment the main concepts of game culture and digital game theory.
- Analyze game taxonomies and identify the specific characteristics of each game type.
- Carry out analyses and user tests to understand users' demands and needs and convert them into serious game requisites.
- Understand and apply serious game methodologies.
- Understand the concepts related to game play, game flow, interactive narratives, storytelling.

Faculty:

Instructor Name	Office
Mr. Hafez Barghouthi	Masri321

Reference Books:

The Gamification of Learning and Instruction Field book: Ideas into Practice; 1st Edition; by Karl M. Kapp Lucas Blair, Lucas Blair and Rich Mesch.

Grading Criteria:

- Assignments, Quizzes, and Project   40%
- Midterm exam   25%
- Final exam   35%

1

Topics Covered in this Course:

	Topics	# lectures
Ch2+3	Terminology (Why, What and When).	3
Ch4	Critical questions for creating ILE.	2
Ch5	Foundational Elements	2
Ch6	The importance of Narrative/context/story	2
Ch7	Making the case	2
Ch8	Managing the process.	2
	Midterm Exam (25%)	1
Ch9	Ideas	3
Ch10+11	More about Games and Gamification	5
Ch18	Serious Game	3
	Students' Game Demos and Presentations	5

Final Exam (35%)

Special Regulations:

- Late Assignments will **NOT** be accepted for any reason.
- There will be **NO** makeup quizzes.
- Missing any exam without an **acceptable** excuse will result in a zero grade for that exam.
- **Attendance** is mandatory. University regulations will be strictly enforced.
- Academic **honesty**:
    - o Individual HW assignments must be each student's own work.
    - o Cheating will result in an official university disciplinary review.