Design for Games and Play elective package

(This flyer will be updated soon)	
Offered by	Department of Industrial Design
Language	English
Primarily interesting for	All students, but most relevant for students who are interested in playful design, how to integrate novel gaming technologies and want to learn more about the psychological, societal and motivational aspects of games
Prerequisites	None
Contact person	dr. Erik van der Spek (e.d.vanderspek@tue.nl)

Content and composition

Through the three courses off the Design for Games and Play coherent package you will get a deep understanding of games and playful design. The elective combines a theory and practice based approach, where you will both learn about the motivational aspects of entertainment games, the cognitive and attitudinal aspects of serious games and the creativity and open-endedness in physical play, but also use this knowledge while designing and developing these games and tangible play installations in student teams.

Precedence relationships within the package
The three courses build on top of each other in perspective, where Game Design is an introduction into the world of game design and places a focus on game technology, Learning and Persuasion in Games takes a deeper psychological perspective on games and focuses more on the user, and Playful Interactions moves the perspective to tangible play and focuses more on the process. However, the theories you learn in each course are different and the electives are designed so you can follow them individually as well.

Course code	Course name	Level classification
DZC10	Design for Games and Play 1: Game Design	1.
DZC20	Design for Games and Play 2: Learning and Persuasion in Games	2.
DZC20	Design for Games and Play 3: Playful Interactions	3.

Course description

Design for Games and Play 1: Game Design (DZC10)
Game Design teaches you the art of game design and development. During the course you will work in multidisciplinary teams in order to create your own exciting game. You will research game design from a variety of lenses (e.g. mechanical, societal, technological) and learn how to create surprising and state of the art games.

Design for Games and Play 2: Learning and Persuasion in Games (DZC20)
Games offer us small windows into alternate realities and subsequently can be powerful learning and transformational experiences. The course Learning and Persuasion in Games delves into the more psychological aspects and mechanics of games, to determine why they work and how you can use this to create highly engaging playful tools for persuasive and/or educational purposes.

Design for Games and Play 3: Playful Interactions (DZC30)

People are inherently playful beings as Huizinga (1938) pointed out in his book Homo Ludens. In the definition of Huizinga, play is restricted to a specific time and place he called the 'magic circle'. In its contemporary and digital form—e.g., in games, social networks, apps, interactive toys, or art—play is much more integrated in our everyday life. This course teaches you to use play theory to design (social) experiences, build tangible objects, and study the effects of playful interaction on experience and behavior.