

DESCRIPTION AND SYLLABUS

Name of the subject in Hungarian:	Media Design Studies 5.
Name of the subject in English:	Media Design Studies V.
Credit value of the subject:	5
The code of the subject in the electronic study system:	BN-MDIST5-05-GY
Classification of the subject:	Obligatory
Language of instruction (in case of non-Hungarian courses):	English
Institute or department responsible for the subject:	-
Course type and number of contact hours:	Practical, class per week: 4, class per semester: 0
Mode of study: (Full-time / Part-time):	Full-time training
The semester in which the subject is open for registration:	2022/2023 1st semester
Prerequisite(s):	[Media Design Studies IV. (fulfillment)]

THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

The purpose of the course is to acquire technical knowledge (software knowledge and skills), creative skills (design skills) and artistic mastery (aesthetic approach) of media designing at an advanced level. As a result of completing the course, the student is able to recognize, analyze, understand, apply and conceptualize the professional contents, technical experience, and his/her acquired creative abilities in the field of media design at an advanced level.

SUMMARY OF THE CONTENT OF THE SUBJECT

The practical implementation of video game design, specifically the artistic and applied approach to visualisation, is the aim of the semester programme, in which students can put their own qualities into practice in both individual and group work.

Students will be introduced to the fundamentals of game design and game art by dividing the learning of all the basic skills into two semesters. During the two semester course, students will develop a completed video game. In the first semester, they will study tools, methods and processes where they will become more conscious and articulate designers through the theory of game design, the basics of programming, the functioning of game engines and their use through tasks, so that they can prepare more complex work with better strategic confidence.

By the end of the semester, students will have progressed from the theoretical and visual concept of the game to the prototype and artistically constructed level design phase.

STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

From the idea to a playable video game. Based on a given theme, students have to imagine and design a video game in a game type of their choice. The theme is the forest. The subthemes are home and space.

Mechanics and visuals interact continuously:

- idea
- vision
- sketch
- conceptual visual design - mockup
- prototype
- final design

- working game

Usage and technical aspects:

- Combined use of Unity and Unreal game engines and 3d software
- Combined use of Blender and Adobe software
- Creative design
- Teamwork
- Style and genre knowledge

EVALUATION OF THE SUBJECT:

Criteria for evaluation:

- class activity, attendance
- thoughtfulness, quality and validity of the work and plans produced
- autonomous work
- communication with the teacher, cooperation
- content, documentation and quality of the presentation
- timely completion of tasks

Grades:

91-100%: excellent 76-90%: good 61-75%: average 51-65%: fair 0-50%: unsatisfactory

Components of the mid-term grade:

- Professional, practical knowledge (30%)
- Use of tools
- Use of software
- Workflow planning
- Theoretical knowledge (15%)
- Research
- Problem posing
- Drawing conclusions
- Creative skills (30%)
- Individual creativity
- Innovative thinking
- Dedication
- Soft skills (25%)
- Collaboration
- Contributive skills
- Flexibility
- Communication skills

OBLIGATORY READING LIST:

- *Animation art : from pencil to pixel, the history of cartoon, anime & CGI.* Flame Tree, 2004
- Rogers, Scott, : *Pantone : the game.* , 0,2018
- Jess Schell: *The Art of Game Design : A Book of Lenses*, Third Edition, Taylor & Francis Ltd / CRC Press, 21 Jan 2020, https://www.bookdepository.com/Art-Game-Design-Jesse-Schell/9781138632059?ref=pd_detail_1_sims_b_p2p_1
- Scott Rogers: *Level Up!*, John Wiley & Sons Inc, 09 May 2014, <https://www.bookdepository.com/Level-Up---The-Guide-to-Great-Video-Game-Design-2e/9781118877166>
- Steve Swink: *Game Feel : A Game Designer's Guide to Virtual Sensation*, Taylor & Francis Inc / Focal Press, 19 Nov 2008, https://www.bookdepository.com/Game-Feel-Steve-Swink/9780123743282?ref=pd_detail_1_sims_b_p2p_1
- Tracy Fullerton: *Game Design Workshop : A Playcentric Approach to Creating Innovative Games*, Taylor & Francis Ltd / CRC Press, 18 Dec 2018, https://www.bookdepository.com/Game-Design-Workshop-Tracy-Fullerton/9781138098770?ref=pd_detail_1_sims_b_p2p_1
- Umberto Eco: *Six Walks in the Fictional Woods*, Harvard University Press, 20 Aug 1998, <https://www.bookdepository.com/Six-Walks-in-the-Fictional-Woods/9780674810518>

RECOMMENDED READING LIST:



- Brinkmann, Ron: *The art and science of digital compositing : techniques for visual effects, animation and motion gra.* Morgan Kaufmann Publishers/Elsevier, c2008
- Brinkmann, Ron: *The art and science of digital compositing : techniques for visual effects, animation and motion gra.* Morgan Kaufmann Publishers/Elsevier, c2008
- MacLean, Fraser: *Setting the scene : the art & evolution of animation layout.* Chronicle Books, 2011
- Pong, Chun-ho,: *Parasite : a graphic novel in storyboards.* , 2020
- Webster, Chris,: *Action analysis for animators.* Focal Press, 2012
- James Swirsky and Lianne Pajot: *Indie Game: The Movie*, Flutter Media, 20 January 2012, https://en.wikipedia.org/wiki/Indie_Game:_The_Movie (MOVIE!)