# Syllabus

## Course description

<table>
<thead>
<tr>
<th>Course title</th>
<th>Board Game Design</th>
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<tbody>
<tr>
<td>Course code</td>
<td>MAT/01 SPS/08</td>
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<tr>
<td>Scientific sector</td>
<td>ENG-INF/05</td>
</tr>
<tr>
<td>Semester</td>
<td>2</td>
</tr>
<tr>
<td>Academic Year</td>
<td>2021-2022</td>
</tr>
<tr>
<td>Credits</td>
<td>3</td>
</tr>
<tr>
<td>Day and time of the lectures</td>
<td>To be defined with participants</td>
</tr>
<tr>
<td>Place or/and online</td>
<td>Bolzano (possibly at the FabLab)</td>
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<tr>
<td>Total lecturing hours</td>
<td>18</td>
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<tr>
<td>Attendance</td>
<td>Highly recommended</td>
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<tr>
<td>Prerequisites</td>
<td>None</td>
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### Specific educational objectives

To understand the process for the creation of a board game, including the creation of a prototype and the iterative cycle of creation and playtesting. The students will also learn the main mechanics that can used in the games and what are the characteristics that each one bring to the game.

### Lecturer

Eduardo Guerra  
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### Teaching language

English

### List of topics covered

- Modern board games
- Board game design process
- Playtesting techniques
- Game mechanics
- Board game prototyping

### Teaching format

Frontal lectures combined with practical exercises and labs

### Learning outcomes

#### Knowledge and understanding

- To have a thorough knowledge of the main fundamentals techniques and methods of board game design
- To have a thorough knowledge of the main mechanics used in board games

#### Applying knowledge and understanding
- Be able to apply the knowledge about game mechanics to develop new games.
- Be able to understand and identify the game mechanics of existing games.

**Making judgments**
- Be able to compare different alternative game mechanics by the effect that they will have in a game.

**Communication skills**
- Present the board game rules and collect feedback from a playtesting session.
- Present a board game to a publisher using a sell sheet.

**Learning skills**
- Have developed learning skills to extract information of game mechanics from existing games.
- Have developed learning skills to understand the feedback provided in a playtesting session.

### Assessment
- Project work and oral: the student should present the prototype of a board game and answer questions about the decisions made and the process used for its development. It can be made individually or by groups of 2 or 3 students.

### Assessment language
- English

### Evaluation criteria and criteria for awarding marks
- The evaluation will consider: the board game developed; the development process used by the student; the presentation of the rationale behind the decisions made; and the answers given to the questions.

### Required readings
- -

### Supplementary readings