Syllabus
Course description

Course title	Board Game Design
Course code	89144
Scientific sector	MAT/01 SPS/08
Semester	2
Academic Year	2022-2023
Credits	3
Day and time of the lectures	To be defined with participants
Place or/and online	Bolzano
Total lecturing hours	18
Level (Bachelor, Master, For everybody)	Bachelor
Attendance	Highly recommended
Prerequisites	None

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 Office POS 1.13, eduardo.guerra@unibz.it, +39 375 6071913. https://www.unibz.it/en/faculties/computer-science/academic-staff/person/43879-eduardo-martins-guerra
Scientific sector of the lecturer	ENG-INF/05
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 identity 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	Engelstein, G., & Shalev, I. (2019). *Building Blocks of tabletop game design: An encyclopedia of mechanisms*. CRC Press. Schell, J. (2008). *The Art of Game Design: A book of lenses*. CRC press.