Subject code: IFI7306.DT	**Subject name:** Learning Game Design		
Study load: 4 (EAP/ECTS)	**Load of contact hours:** 24	**Study semester:** Spring	**Assessment:** Assessment
Objectives:	The objectives of the course are: 1. Provide overview of the instructional design (focus on didactics of technology enhanced learning) 2. Build connections between educational and game design 3. Generate ideas how learning can be integrated with the games and play 4. Design, implement and evaluate learning games		
Course outline:	During the course students go through different stages of learning game design process: 1. Introduction of the course and examples of learning games 2. Theoretical background of educational game design (key concepts, learning philosophies, learning theories, game based learning related educational theories, learning preferences and stiles) 3. Process of educational game design (Instructional design process models, game development process) 4. Analysis of the needs and target group 5. Learning objectives (classifications and definition) 6. Learning content specification (facts, concepts, rules, activities) 7. Learning activities 8. "Lesson" plan 9. Learning materials and tools 10. Teaching 11. Evaluation		
Learning Outcomes:	In the end of the course student: 1. Has basic knowledge and skills related to learning game design, development, implementation and evaluation; 2. Understands benefits and drawbacks of game-based learning 3. Demonstrates competencies to integrate different learning design models and theories with learning game design.		
Assessment Methods:	Assessment For assessment students have to submit all assignments on time and with sufficient quality.		
Teacher(s):	Martin Sillaots		
Subject name in Estonian:	Õppemängu disain		
Prerequisite	None		

subject(s):	
Compulsory Literature:	1. Institute of Play (2014) Design Games for Learning: a Resource for Game Designers and Educators - https://docs.wixstatic.com/ugd/4401d6_eeb24445d5074799925920974da2c59e.pdf 2. Ernest Adams (2009) Fundamentals of Game Design 3. Course learning materials - http://htk.tlu.ee/icampus/pg/groups/225056/learning-game-design-2018/
Replacement Literature:	This course can't be replaced with a literature.
Participation and Assessment requirements:	Study will take place in the format of home assignment and school workshops. Participation in classes and timely submission of home assignments are requirements for assessment. It's compulsory to attend more than 70% of classes (4 labs out of 6) and collect more than 70% of points (25 out of 36) from assignments.
Independent work:	All course activates are based on teamwork: 1. Description of an teacher as a potential user of the game 2. Process of educational game design 3. Identification of an learning problem 4. Learners' profile design 5. Learning objectives of a new learning game 6. Learning content design 7. Learning (game) activities 8. Lesson plan 9. TEACHING AND TESTING THE EDUCATIONAL CONTENT 10. Teaching reflection and self evaluation 11. Learning game prototype 12. Testing and playing learning game prototypes Assessment of the assignments is based on following scale: 0 points – conditions are not met or the assignment is missing 1 point – some of the conditions are met 2 points – all conditions are met 3 points – assignment was presented during the classroom activities
Grading criteria scale or the minimal level necessary for passing the subject:	Assessment will be based on the total score earned for all group assignments. Maximum amount of points is 36. Minimum level necessary for passing the assessment is 25 points.
Information about the course:	Fridays: From 16:15 to 19:45 room M543 Legend: P – teachers presentation

	A – classroom assignment H – homework
1) Apr 6	**Educational Game Design Theory and Process** P0: Introduction P1.1: Theoretical background A1.1: Teachers' personas A1.2: VARK test P1.2: Educational Game Design Process A1.3: Instructional design and game development process integration H1: Form teams and specify a problem
2) Apr 13	**Learning Needs and Objectives** A2.1: Presentation of problem, a team and team member roles P2.1: Analysis of learning needs A2.2: Creating a learners profile(s) P2.2: Learning Objectives = Game Challenges H2: Define learning objectives for a new learning game
3) Apr 20	**Learning Content** A3.1: Presentation of learning objectives P3.1: Learning content design A3.1: Learning content structure P3.2: Learning Activities A3.2: Combine learning and game activities P3.3: Lesson plan H3: Plan your teaching activities
4) Apr 27	**Teaching** A4: Mini lessons to EUNEOS teachers (April 26 - 28)
5) May 5	**Learning Materials and Evaluation** A5.1 Teaching experience reflection P5.1 Learning materials A5.2 Playing example learning games P5.2 Evaluation A5.2 Team self evaluation H5: Create a prototype for a learning game
6) May 11	**Assessment** A6: Playing learning games created during the course

Teaching Unit in charge:	School of Digital Technologies
Course programme is	Martin Sillaots

prepared by:	
Date:	15.01.2018

The course program is registered in the academic unit:

Date:	
Name of academic coordinator:	