

Module: 2DGame-Prototyping

Level	Bachelor	Short Name	2DGP
Responsible Lecturers	Prof. Isabella Beyer		
Department, Facility	Electrical Engineering and Computer Science		
Course of Studies	Information Technology and Design, Bachelor		
Compulsory/elective	Compulsory elective	ECTS Credit Points	5
Semester of Studies	(Unspecified)	Semester Hours per Week	4
Length (semesters)	1	Workload (hours)	150
Frequency	(Flexible)	Presence Hours	90
Teaching Language	German/English	Self-Study Hours	60

The following section is filled only if there is **exactly one** module-concluding exam.

Exam Type	Portfolio Exam	Exam Language	German/English
Exam Length (minutes)		Exam Grading System	One-third Grades
Learning Outcomes	Students will be able to create their own 2D game prototypes.		
Participation Prerequisites			

The previous section is filled only if there is **exactly one** module-concluding exam.

Consideration of Gender and Diversity Issues	<ul style="list-style-type: none"> ✓ Use of gender-neutral language (THL standard) ✓ Target group specific adjustment of didactic methods ✓ Making subject diversity visible (female researchers, cultures etc.)
Applicability	
Remarks	

Module Course: 2DGame-Prototyping

(of Module: 2DGame-Prototyping)

Course Type	Lecture	Form of Learning	Presence
Mandatory Attendance	no	ECTS Credit Points	2
Participation Limit		Semester Hours per Week	2
Group Size		Workload (hours)	60
Teaching Language	German/English	Presence Hours	30
Study Achievements ("Studienleistung", SL)		Self-Study Hours	30
SL Length (minutes)		SL Grading System	

The following section is filled only if there is a course-specific exam.

Exam Type		Exam Language	
Exam Length (minutes)		Exam Grading System	
Learning Outcomes			
Participation Prerequisites			

The previous section is filled only if there is a course-specific exam.

Contents	<p>2D Game Prototyping</p> <p>Teaching the added value of gaming approaches and learning to distinguish them from other media channels</p> <p>Storytelling and game conception</p> <p>Differences between full 3D, orthographic 3D, full 2D, 2D gameplay with 3D graphics, and 2D gameplay and graphics with a perspective camera</p> <p>Knowledge transfer using a playful approach</p> <p>Working with the 2D physics game environment</p>
Literature	<ul style="list-style-type: none"> • Yu-kai Chou (2017), Actionable Gamification: Beyond Points, Badges, and Leaderboards • Freyermuth, G.S. (2015), Games, Game Design, Game Studies: Eine Einführung (Edition Medienwissenschaft) • Beyer, I. (2015), ‚360°-Darstellungskonzepte im Wandel der Zeit‘ Institute for Immersive Media (ED) Jahrbuch immersiver Medien, Die mediatisierte Gesellschaft: Leben und Arbeiten mit immersiven Medien, Coburg: Schu#ren, pp. 53–62. • Beyer, I. (2014), ‚Le Passage – an archaeology of spatial transitions‘, Ubiquity: The Journal of Pervasive Media 3: 1, pp. 51–65, doi: 10.1386/ubiq.3.1.51_1

McGonigal, J. (2012), Reality is Broken: Why Games Make Us Better and How They Can Change the World

Remarks

Module Course: 2DGame-Prototyping

(of Module: 2DGame-Prototyping)

Course Type	Practical Training	Form of Learning	Presence
Mandatory Attendance	yes	ECTS Credit Points	3
Participation Limit		Semester Hours per Week	2
Group Size	12	Workload (hours)	90
Teaching Language	German/English	Presence Hours	60
Study Achievements ("Studienleistung", SL)	Presentation	Self-Study Hours	30
SL Length (minutes)	15	SL Grading System	

The following section is filled only if there is a course-specific exam.

Exam Type		Exam Language	
Exam Length (minutes)		Exam Grading System	
Learning Outcomes			
Participation Prerequisites			

The previous section is filled only if there is a course-specific exam.

Contents	<p>Creation of 2D characters</p> <p>Creating sprites and sprite sheets, slicing in Unity</p> <p>Animating in Unity</p> <p>Basic principles of game programming</p>
Literature	<p>Yu-kai Chou (2017), Actionable Gamification: Beyond Points, Badges, and Leaderboards</p> <p>Freyermuth, G.S. (2015), Games, Game Design, Game Studies: Eine Einführung (Edition Medienwissenschaft)</p> <p>Beyer, I. (2015), ‚360°-Darstellungskonzepte im Wandel der Zeit‘ Institute for Immersive Media (ED) Jahrbuch immersiver Medien, Die mediatisierte Gesellschaft: Leben und Arbeiten mit immersiven Medien, Coburg: Schu#ren, pp. 53–62.</p> <p>Beyer, I. (2014), ‚Le Passage – an archaeology of spatial transitions‘, Ubiquity: The Journal of Pervasive Media 3: 1, pp. 51–65, doi: 10.1386/ubiq.3.1.51_1</p> <p>McGonigal, J. (2012), Reality is Broken: Why Games Make Us Better and How They Can Change the World</p>
Remarks	