GAD2014 SERIOUS GAMES

instructor | Instr. OĞUZ ORKUN DOMA
2022-2023 spring · on-site / online · thursday 13:30-16:20

BAU
Bahçeşehir University
Digital Game Design
Undergraduate Program

FINAL ASSIGNMENT

SERIOUS GAME PROTOTYPE: IMMERSIVE EDUTAINMENT EXPERIENCE

In this final assignment, you will work in groups to design and develop a serious game prototype that combines entertainment and education in an immersive and interactive experience, using Unreal Engine 5 (or Unity). The objective is to create a game that captures players' attention, motivates them to learn, and provides a robust core gameplay loop with well-defined edutainment aspects.

Requirements

- Work individually or in groups to design and develop a serious game prototype using the skills and knowledge acquired throughout the course.
- Choose a target audience and define the educational or training objective of the game. Determine the learning outcomes and how they will be achieved through gameplay mechanics and interactions.
- Enter your unique group identifier, final project name and description to the table on Microsoft Teams below. Each individual student should have their own unique ID, while all group members should use the same unique ID.
  GAD2014 Serious Games Final Assignment – Groups and Final Projects 2023-05-25
- Develop a High-Level Design Document (HLDD) that outlines the concept, mechanics, gameplay loops, and edutainment elements of your serious game prototype.
- Create a proof-of-concept gameplay showcasing the core gameplay loop and key educational elements of your serious game prototype. This can be a vertical slice or a subset of the full game.
- Implement interactive and engaging gameplay mechanics that align with the educational or training objective of the game. These mechanics should provide meaningful learning experiences for the players.
- Design visually appealing and immersive environments that enhance the gameplay experience and support the educational content.
- Implement user interface elements, including menus, HUDs, and feedback systems, to enhance the player's understanding and engagement with the game.
- Record a trailer / in-game walkthrough video of maximum 3 minutes, showcasing the gameplay and highlighting the edutainment aspects of your serious game prototype. The file size should not exceed 200 MB[1].
- Prepare a final pitch presentation that explains the main HLDD elements (high concept, gameplay, design basics, edutainment aspects) of your serious game prototype. Refer to the Assignment I handout for a detailed breakdown of these aspects.

Assessment Criteria

High-Level Design Document (HLDD): **20%**
- Clarity and coherence of the HLDD, demonstrating a solid understanding of the concept and mechanics.
- Evidence of well-defined edutainment aspects aligned with the chosen target audience and educational objective.

Gameplay Implementation: **30%**
- Proof-of-concept gameplay
- Educational integration and effectiveness

Level Design, visual quality, and immersion: **20%**
- Quality and coherence of the level design and environment aesthetics
- Consistent aesthetics and conceptual integrity that enhance the immersion

User Interface and User Experience Design: **10%**
- Clarity and usability of the UI.
- Integration of the UI with the game environment.

Final Presentation: **20%**
- Clear and engaging presentation of the serious game prototype, highlighting its educational impact and gameplay experience.
- Demonstration of effective communication and teamwork within the group.

Deadline

Submission deadline: 2023-06-15 Thursday, 10:00 (10:00 AM, TRT, UTC +3)
Final presentation sessions: 2023-06-15 Thursday, 14:00 – 16:00 (2:00 PM – 4:00 PM, TRT, UTC +3)

Submission Guidelines

- Please make sure to submit your work on time and follow the guidelines carefully to receive full credit for this midterm project.
- While individual projects are accepted, group work is encouraged as it allows for collaboration and the exchange of diverse perspectives. However, group projects are expected to demonstrate a higher level of complexity, depth, quality, and more polished visuals and gameplay features due to the collective effort and synergy among team members.
- Online or on-site attendance of all students to the final presentation is mandatory for a passing grade in the final assessment. Failure to attend the final exam (presentation) without a valid reason may result in a deduction of points or even a failure for the assignment.
- Each student within the same group must individually upload the same HLDD, pitch presentation, and video submission. Ensure that all group members submit their respective copies.

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[1] You can use Adobe Premiere/Premiere Rush or HandBrake with "Web > Creator 1080p60" preset to optimize the video size (H.264 coding format, .mp4 container format, 60 FPS framerate, 8Mbps target bitrate, 48 kHz AAC stereo audio).