

COURSE DETAIL

GAME DESIGN 1

Country

Singapore

Host Institution

Nanyang Technological University

Program(s)

Nanyang Technological University

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Art Studio

UCEAP Course Number

124

UCEAP Course Suffix**UCEAP Official Title**

GAME DESIGN 1

UCEAP Transcript Title

GAME DESIGN 1

UCEAP Quarter Units

4.50

UCEAP Semester Units

3.00

Course Description

In this course, students are introduced to the foundations and principles of game design and apply these in practice with the design and creation of a simple digital game. Topics include node-based and script-centered software with a view to developing basic game levels and core game mechanics and ideas. Students explore how play theory inspires the design of games, imbuing games with a range of roles including training, education and entertainment. Students apply these principles to propose a game that addresses a well-defined purpose.

Language(s) of Instruction

English

Host Institution Course Number

DT2020

Host Institution Course Title

GAME DESIGN 1

Host Institution Course Details

<https://www.ntu.edu.sg/adm/programmes/undergraduate-programmes/bachelor-of-fine...>

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Art, Design and Media: Game

Course Last Reviewed

2025-2026

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