Corso: **VIDEOGAMES DESIGN AND PROGRAMMING**

Docente: PROF. PIER LUCA LANZI

Semestre: 1°

Lingua di erogazione: INGLESE

N° max studenti ammessi: 15

Modalità d'esame per non frequentanti: NO

Note: EROGATO PRESSO IL CDLM COMPUTER SCIENCE AND ENGINEERING - INGEGNERIA INFORMATICA

Prodotto	Interni	Comunicazione	Fashion	D&E	PSSD
✓	✓	✓	✓	x	✓

Video game Design and Programming

Course Objectives

- Learn the basics of video game design/development
- Develop a playable demo of a videogame with at least 20 minutes of gameplay

Previous Editions

- Four editions with around 200 students
- More than 40 games developed so far
- Several published on main stores

Organization

- 30 hours of lecture on video game design basics and advanced topics
- 6 workshops (4 hours each) on development
- 10 invited talks from the industry
- Lectures are on Tuesday mornings (2h), workshops on

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Grading

- Based on a video game developed within a team
- Teams consist of at most 3 programmers, 2 design students plus any number of artists, musicians, etc.
- Video games are evaluated both by all the students, the instructors, and a jury of experts

Timeline

- Lectures start in October and end in mid December
- Video games must be delivered by the end of January
- Students projects are presented at an event opening the Global Game Jam involving hobbyists, enthusiasts and professionals
- Four deadlines for the concept, prototype, beta and final presentation

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