



UNIVERSITI TEKNOLOGI MARA

ADE551: TABLETOP GAME DESIGN

Course Name (English)	TABLETOP GAME DESIGN APPROVED
Course Code	ADE551
MQF Credit	2
Course Description	Tabletop Game Design is the initial understanding of how game design skills acquired through the making of table games. Student can learn how to explore in detail the problems faced by designers for each form of the game they produce. Students can learn how to design tabletop games by building a foundation of research and providing applicable methods for the production of a game paper prototype. Playable games fully accompany each topic so the student can experience every component in the creation of the game.
Transferable Skills	Problem-solving Creative and Critical Thinking
Teaching Methodologies	Lectures, Blended Learning, Demonstrations, Presentation
CLO	CLO1 understanding of how game design skills acquired through the making of table games. CLO2 explore in detail the problems faced by designers for each form of the game they produce CLO3 design tabletop games production of a game paper print and play prototype.
Pre-Requisite Courses	No course recommendations
Topics	
1. The understanding of the game design 1.1) Defining and analyzing games 1.2) Clarifying the mechanics 1.3) Understanding the game's system	
2. Developing game design skills 2.1) Develop game design skills that are as applicable in the digital realm as they are on the tabletop 2.2) Explore what is meant by "fun."	
3. The rules to a tabletop game 3.1) Develop the ability to effectively read and comprehend the rules to a tabletop game 3.2) Understand the meaning of explicit, implicit, discoverable, and hidden rules.	
4. Designing tabletop games production 4.1) Practical guidance in the craft of making tabletop games.	
5. Creating Tabletop Games 5.1) Generating ideas for games	
6. Tabletop Prototyping 6.1) Explore or test concepts of the game	
7. Playtesting Tabletop Games 7.1) Aware of the various types of playtests, the purposes, and the processes. 7.2) Understand the importance of playability	

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	n/a	30%	CLO2
	Assignment	n/a	30%	CLO1
	Assignment	n/a	40%	CLO3

Reading List	Recommended Text	• Costikyan, Greg 2013, <i>Uncertainty in Games</i> , The MIT Press
	Reference Book Resources	• Salen and Zimmerman 2004, <i>Rules of Play</i> • Juul 2003, <i>The Game, the Player, the World</i> , www.jesperjuul.net/text/gameplayerworld
Article/Paper List	Recommended Article/Paper Resources	• Elias, George, Richard Garfield, and K. Robert Gutschera 2012, Characteristics of Games
Other References	• website MIT Press <i>Tabletop: Analog Game Design</i> http://press.etc.cmu.edu/content/tabletop-analog-game-design	