

ECTS Course Description Form							
PART I ( Senate Approval)							
Offering School	Antalya Bilim University-Faculty of Fine Arts and Architecture						
Offering Department	Architecture						
Program(s) Offered to	Architecture						Area Elective
Course Code	ARC 3151						
Course Name	Spatial Perception and Architecture in Video Games						
Language of Instruction	English						
Type of Course	Theory						
Level of Course	Undergraduate						
Hours per Week	Lecture: 3	Laboratory:	Recitation:	Practical:	Studio:	Other:	
ECTS Credit	3						
Grading Mode	Letter Grade						
Pre-requisites	None						
Co-requisites	None						
Registration Restriction	None						
Educational Objective	In this course, the perceptual analysis of the spaces in video games will be made and the variables that determine the player-user experience process will be discussed. Level designs in video games will be handled with architectural practice and exemplified by spatial readings. It is aimed that students can produce video game spaces-environments by considering the production areas of architecture and video game production as a form of architectural information.						
Course Description	The criteria for designing environment of video games is still a problem. Even though the level design has many intersected area with architecture, architects still remains out of this issue in many cases. In this course the architecture in video games and level design will be examined, discussed and tried to be developed. Each week short readings should be examined by students and the in class those readings should be discussed. Towards the end of the course students will try to capture the essence of designing a level and create-design their own video game levels.						
Learning Outcomes	LO1	Gain the ability of defining new modes of space					
	LO2	Conceptualizing a game idea-story through an architect's perspective					
	LO3	Gain the knowledge level design techniques					
	LO4	Develop the ability to design a level for a game					
	LO5	Learn to see differently for both existing and virtual worlds					
PART II ( Faculty Board Approval)							
Basic Outcomes (University-wide)		<b>Program Outcomes</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>
	PO1	Ability to communicate effectively and write and present a report in Turkish and English.					
	PO2	Ability to work individually, and in intra-disciplinary and multi-disciplinary teams.		X			
	PO3	Recognition of the need for life-long learning and ability to access information , follow developments in science and technology, and continually reinvent oneself.	X	X	X	X	X
	PO4	Knowledge of project management, risk management, innovation and change management, entrepreneurship, and sustainable development.		X		X	
	PO5	Awareness of sectors and ability to prepare a business plan.		X		X	
	PO6	Understanding of professional and ethical responsibility and demonstrating ethical behavior.		X		X	
Faculty Specific Outcomes	PO7	Gain the ability of conceptualizing, applying, analyzing, synthesizing and evaluating information effectively (Critical Thinking)	X	X	X	X	X
	PO8	Produce innovative ideas and products with creativity (Creativeness).	X	X	X	X	X
	PO9	Gain the ability of leadership, entrepreneurship and self-leadership skills (Leadership and Entrepreneurship).		X	X	X	
	PO10	Care about the ethical values and principles; behave in accordance with these in professional and social life (Ethical Behavior).		X	X	X	
	PO11	Understand, define and reach the information that they need; use information effectively and share it with others (Information Literacy).	X	X	X	X	X
	PO12	Use information effectively and communication technologies while learning, and can share their knowledge and experience with others using technology and visual means (Information and Communication Technology Literacy).	X	X	X	X	X
	PO13	Learns the concepts of architectural design and theories of architecture as well as the intellectual, historical and cultural background to evaluate them from a critical perspective and use them in developing design solutions. One can express one's solutions verbally and in written form. (Knowledge and Ability)	X	X	X	X	X

<b>Discipline Specific Outcomes (program)</b>	PO14	Knows to express each stage of the design process formally by using hand drawings together with the European Computer Driving Licence and other software technologies. (Knowledge and Communication Competence)	X	X	X	X	X	
	PO15	Designing space (environment, construction, building) on different scales that are sensitive to the natural and built environment within the framework of basic design and architectural principles. One also knows research methods. (Knowledge and Ability)	X	X	X	X	X	
	PO16	Speak at least one foreign language at B1 General Level of European Language Portfolio to express oneself and to follow developments in the field of architecture. (Knowledge and Communication Competence)	X	X	X	X	X	
	PO17	Executes an independent project or to take responsibility in multidisciplinary studies, to communicate effectively and share knowledge and competency during the design process. (Competency to work independently and take responsibility)		X	X	X		
	PO18	To knowledge and understanding to analyze building design and systems regarding architectural practice (from prehistoric times to the present). (Knowledge)		X	X	X	X	
	PO19	Develops a design that respectable to cultural heritage and sustainable by recognizing historical and cultural assets and understanding the importance of these values. (Knowledge and Ability)		X	X	X		
	PO20	The necessary knowledge and ability about contemporary restoration theories and preparation of restoration project by using research, documentation and different measurement methods in the process of documenting the current state of historic buildings and environments. (Knowledge and Ability)						
	PO21	Produces sustainable solutions to current problems by following the developments and technologies in the field of production. (Ability)	X	X	X	X	X	
	PO22	Knows to develop designs about environmental and social sustainability principles, the issues related to disasters and accessible designs that meet community needs. (Knowledge and Ability)	X	X	X	X	X	
	PO23	Gains the ability to use modern technologies in building and environmental design, to develop and produce innovative solutions; learns necessary information about building materials, techniques and structural behaviors, the laws, regulations and standards and includes them in the design process. (Knowledge and Ability)	X	X	X	X		
	PO24	To gain the basic knowledge of lighting, acoustics, air conditioning and energy use in the design of environmental systems. (Knowledge)	X	X	X	X		
	PO25	Knows the historical development of structural systems, types of structural elements such as foundation, wall, flooring, stairs, roof, design, and construction techniques of these elements and applies this information in the projects. (Knowledge and Ability)	X	X	X	X		
	PO26	Has competence in project management, organization, planning, and leadership for the realization of professional practice and informs individuals and institutions on issues related to a field and shares one's suggestions for solutions to the experts or non-experts in verbally and written form. To produce collaborations and projects with the awareness of social responsibility (Competence to take responsibility and social and Ability)		X	X	X		
	PO27	Aware of lifelong learning and identifying the necessary needs for professional development and self-development. (Learning Competence)		X	X	X	X	
PO28	Has an awareness of professional and ethical behavior; collects data considering social, environmental, and ethical results. One is responsible for the environment, the professional problems and provides professional services like occupational health and safety within the legal frameworks. (Field Specific Competence)	X	X	X	X	X		
<b>PART III (Department Board Approval)</b>								
	<b>Subject</b>	<b>Week</b>	<b>Subject Explanation</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>
	S1	1	Introduction of Course	X	X	X	X	X
	S2	2	An Experiential History of Architecture	X	X	X	X	X
	S3	3	Architecture in Games	X	X	X	X	X
	S4	4	Ways of Seeing for Level Design	X	X	X	X	X

<b>Course Subjects, Contribution of Course Subjects to Learning Outcomes, and Methods for Assessing Learning of Course Subjects</b>	S5	5	Level Design Techniques – Non Digital Techniques	X	X	X	X	X	
	S6	6	Level Design Techniques – Digital Design Tools	X	X	X	X	X	
	S7	7	Level Design Workflows	X	X	X	X	X	
	S8	8	Midterm Exam	X	X	X	X	X	
	S9	9	Architectural Spatial Arrangements	X	X	X	X	X	
	S10	10	Storytelling in Game Spaces	X	X	X	X	X	
	S11	11	Architectural Approaches in Level Design	X	X	X	X	X	
	S12	12	Game City Workshop	X	X	X	X	X	
	S13	13	Game City Workshop	X	X	X	X	X	
	S14	14	Game City Workshop+Final Review	X	X	X	X	X	
	<b>Assessment Methods, Weight in Course Grade, Implementation and Make-Up Rules</b>	No	Type		Weight	Implementation Rule		Make-Up Rule	
		A1	Exam		50%				
		A2	Quiz						
		A3	Homework		10%				
A4		Project							
A5		Report							
A6		Presentation		30%					
A7		Attendance/Interaction		10%					
A8		Class/Lab./Field Work							
A9		Others							
<b>TOTAL</b>									
<b>Evidence of Achievement of Learning Outcomes</b>	Students will demonstrate learning outcomes through class activities, debates and project assignments. These activities reflect a transdisciplinary approach, asking the student to make connections between different topics. Generally every topic is tested with at least one exam question.								
<b>Method for Determining Letter Grade</b>	Upon successful completion of all assessment methods, the total scores will be averaged and converted into a final letter grade using the following percentages and grading criteria.								
	ASSESSMENT METHOD	EFFECT ON GRADING	GRADE	MARKS	VALUE	GRADE	MARKS	VALUE	
			A+	100	4,00	C+	60-64	2,40	
			A	95-100	4,00	C	55-59	2,20	
			A-	85-94	3,70	C-	50-54	2,00	
			B+	80-84	3,30	D+	45-49	1,70	
			B	75-79	3,00	D	40-44	1,50	
		B-	65-74	2,70	F	0-39	0,00		
<b>Teaching Methods, Estimated Student Load</b>	No	Method		Explanation			Hours		
	<b>Time applied by Instructor</b>								
	1			Course Teaching Hours			36		
	2			Assignment(s)			14		
	3								
	4								
	5								
	6								
	<b>Time expected to be allocated by student</b>								
	7			Course Teaching Hours			36		
	8			Assignment(s)			14		
	9			Preparing for presentation			10		
	10			Self-study for submission			15		
11									
12									
<b>TOTAL</b>									
<b>IV. PART</b>									
<b>Instructor</b>	Name								
	E-mail								
	Phone Number								
	Office Number								

	<b>Office Hours</b>	
<b>Course Materials</b>	<b>Mandatory</b>	
	<b>Recommended</b>	<p>Totten, W. C., (2019) An Architectural Approach to Level Design, Second Edition, CRC Press, London</p> <p>Bonner, M., (2021), Game, World, Architectonics, Transdisciplinary Approaches on Structures and Mechanics, Levels and Spaces, Aesthetics and Perception, DOI: <a href="https://doi.org/10.17885/heiup.752">https://doi.org/10.17885/heiup.752</a></p> <p>Nitsche, M., (2008), Video Game Spaces : Image, Play and Structure in 3D Game Worlds, The MIT Press, England</p> <p>Tiemersma, A., S., (2014), Video games and architecture, Graduation Thesis – Master in Architecture, Urbanism and Building Sciences, TU Delft</p> <p>Berger J.(2008). Ways of Seeing. Penguin Classics.</p>
<b>Other</b>	<b>Scholastic Honesty</b>	Violations of scholastic honesty include, but are not limited to cheating, plagiarizing, fabricating information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students. Any form of scholastic dishonesty is a serious academic violation and will result in a disciplinary action.
	<b>Students with Disabilities</b>	Reasonable accommodations will be made for students with verifiable disabilities.
	<b>Safety Issues</b>	
	<b>Flexibility</b>	Circumstances may arise during the course that prevents the instructor from fulfilling each and every component of this syllabus; therefore, the syllabus is subject to change. Students will be notified prior to any changes.

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