

NIRMA UNIVERSITY

Institute:	INSTITUTE OF DESIGN
Name of Programme:	BACHELOR OF DESIGN
Course Code:	3DD105ME26
Course Title:	Introduction to Game Design
Course Type:	(<input type="checkbox"/> Core/ <input type="checkbox"/> Value Added Course/ <input checked="" type="checkbox"/> Institute Elective / Department Elective/University Elective/Open Elective/ Any other)
Year of introduction:	Academic Year 2026-27

L	T	Practical component				C
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Course Learning Outcomes (CLO):

At the end of the course, the student will be able to:

1. Understand fundamental principles, concepts, and frameworks of game design, including play, rules, systems, and player experience. **BL4**
2. Apply game design principles to design, prototype, and refine physical or digital games through structured experimentation and playtesting. **BL3**
3. Create game concepts for both games and non-game contexts using game design thinking. **BL6**
4. Evaluate user engagement, motivation, and interaction quality across both game and non-game systems using observation, feedback, and reflection. **BL5**

Content:

Total Teaching hours: 120 Hrs

Units	Content	Teaching hours
Unit 1	Basics of Game Design <ul style="list-style-type: none"> • Why people play: curiosity, challenge, mastery, reward • What is a game? Goals, rules, constraints, feedback • Difference between play, game, and gamification Types of games: board games, card games, physical games, digital games, social games • Introduction to simple game design framework • Understanding player motivation and engagement loops 	24 Hrs
Unit 2	Exploring Game Types and Creating Simple Games <ul style="list-style-type: none"> • Study of different game categories • Case studies of successful simple games • Breaking down game mechanics and player flow 	48 Hrs

	<ul style="list-style-type: none"> • Selecting a game type (e.g., board, card, physical, digital prototype) • Designing rules, goals, and interaction system • Rapid prototyping using paper or basic digital tools • Playtesting and refinement 	
Unit 3	<p>Game Design Principles and its Applications</p> <ul style="list-style-type: none"> • Case studies of game principles used in education, health, workplace systems, community engagement • Understanding meaningful engagement vs superficial gamification • Identifying a real-life system (college, organisation, service, social issue) • Ideating improvements using basic game design principles • Developing a simple engagement model or prototype • Testing concept through peer feedback and presentation 	48 Hrs

Self-Study	
Suggested Readings/References	<p>Books</p> <ol style="list-style-type: none"> 1. Osborne, M. J. (2004). <i>An Introduction to Game Theory</i>. Oxford University Press. 2. Dixit, A. K., & Nalebuff, B. J. (2010). <i>The Art of Strategy</i>. W. W. Norton. 3. Myerson, R. B. (1997). <i>Game Theory: Analysis of Conflict</i>. Harvard University Press. 4. Schelling, T. C. (1980). <i>The Strategy of Conflict</i> (2nd ed.). Harvard University Press. 5. Nalebuff, B. J., & Brandenburger, A. M. (1996). <i>Co-opetition</i>. Doubleday. <p>Online Resources</p> <ol style="list-style-type: none"> 1. MIT Open CourseWare – Game Theory 2. NPTEL – Game Theory and Mechanism Design 3. Stanford Online / YouTube – Introductory Game Theory lectures 4. Interactive normal-form and extensive-form game solvers for classroom demonstrations
Suggested field visits	Not mandatory. Case-study-based learning supplemented by optional industry or agency talks depending on project focus.