



1.	Course title	Design of video games and special effects
2.	Course code	СИ-И-02
3.	Semester	9
4.	Unit offering the course	Faculty of Computer Science and Engineering
5.	ECTS	6
6.	Goals of the study programme	<p>The aim of the course is to introduce students to the basic techniques and concepts for designing video games and special effects. Areas such as storytelling, character creation, point counting and game psychology are some of the topics covered in the course. The course also has a space for introducing students to the concept of special effects and how they are created and used. Additionally, students are required to design a game based on the acquired theoretical knowledge. Upon completion of the course students are expected to demonstrate knowledge of the historical development of games, to be able to analyze the video game market, to define requirements for designing different types of games, to design and develop prototypes of games, to demonstrate theoretical knowledge that represent special effects and gain skills to create simple special effects using ready-made tools.</p>
7.	Contents of the study programme	<p>Introduction, history, terminology of video games. Basics of design (game physics, game flow, level design, game rules). Game design process; storytelling, user interaction, character design, environment design, special effects in games, game program structure. Visual illusions, vision, types of geometric illusions. Techniques for designing visual effects. Advanced modeling techniques used to create special effects. Special effects with images and animation.</p>