

COURSE OVERVIEW

Course Code	DT1102 <i>(Applicable to students admitted from AY2026 onwards only)</i>
Course Title	GamePlay
Pre-requisites	NIL
Course Type	Major PE (ADMC); *BDE (NTU) <i>*Please note that a course can be taken as a BDE only when the school offers it as a BDE for that semester. Students are to check eligibility to determine if they can take this course in that semester.</i>
Academic Units	3
Contact hours	39 hours
Mutually exclusive to	Not applicable

Course Aims

In this introductory course, you will develop a fundamental understanding of gameplay through paper prototyping. You will build physical paper-based games to explore and test game mechanics, learning how rules, engagement loops, feedback systems, and reward structures combine to create compelling gameplay experiences. This course will provide you with the foundational understanding of game mechanics from which you can build more sophisticated games in subsequent advanced courses.

This course serves as an entry point for students who are interested to pursue the game creation route within the Animation and Game Art specialization, while also remaining open to anyone interested in understanding the fundamentals of gameplay and game design mechanics.