**Meets:** Monday 12:00 - 16:50 and Thursday 12:00 – 16:50

**Instructors:** Assoc. Prof. Dr. Z. Ezgi KAHRAMAN,

Assist. Prof. Dr. Deniz ALTAY KAYA,

Instr. Semih KELLECİ

**Supply for the next studio time:**

All kinds of model making equipments

**Schedule:**

26 November 2020:

Assignment introduced,

30 November 2020:

Presentation about game design, poster presentation and critics on assignment.

3 -7 December 2020:

Critics on assignment

10 December 2020:

Final submission of assignment VI and introduction to final project.



***“*Game Space Design”**

**Assignment VI**

**First Stage: Design Your Game!**

Find a name for your game ☺

Create the rules of your game, and try to answer all these questions.

How many characters in your teams?

What are the aims of the teams?

What types of scenarios can your teams follow?

**What are the movement types with reference to your syntax unit, patterns of movements of the characters and spatial organization of the game? (You should define a movement syntax)**

**Number and position of entrance and exit spaces(s)**

Important spaces (team gathering space, safe zone, encounter spaces, hiding spaces, watch points, rebirth space after a failed attempt, etc.)

You are expected to design a poster reflecting your game rules, scenario, **syntax** unit and principles of articulation of units.

**Second Stage: Design Your Game Space**

Your teams will make **movements** in three dimensional spaces you create.

Their trajectory (according to the scenario of your game) should not be singular and linear. There should be different options.

You should compose alternative trajectories and **complex** relation in space.

The size of each dimension of the game area must be minimum 15 meters and maximum 30 meters. (e.g. 30m - 30m -15m or 25m – 20m – 30m)

**You design should clearly define:**

* **one syntax unit** andthe variations of it (if relevant)
* **the principle(s) of articulating the units together**.

You are going to work on **1/50 scale.**

**Materials:** wooden sticks, and/or cardboards + other materials of your choice. **Final Due: 10 December 2020**