

NIRMA UNIVERSITY
INDUSTRIAL DESIGN PROGRAMME
Bachelor of Design, Department of Design
Year III, Semester VI

L	T	P	C
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Course Code	IDPR 323E
Course Title	Toy & Game Design

Course Learning Outcomes (CLO):

At the end of the course the students will:

1. Create a game/toy and develop its prototype based on the understanding of user needs
2. Develop skills by working with a variety of materials and media to create the element of play/ creation/learning
3. Illustrate ideas through sketching and CAD make renderings of the concepts based on the given brief
4. Demonstrate understanding of creative concepts that inform the design of a Toy, Game and contemporary Gaming solution

Syllabus:

Total Teaching hours: 105

The module is focused on Toys and Games that improve analytical thinking and gross motor skills. An introduction to the history and theory of play- leisure and learning, being important components of the same. This module concentrates on giving a conceptual understanding and an experience of games and gaming applicable for all age groups.

Unit 1: Introduction to Toy & Game Design

Teaching hours: 18

- 1.1 Understanding the categories of Toy and Game Design
- 1.2 Traditional Toys, Digital Games, Educational Play and Futuristic Toys or Games

Unit 2: Psychology of Play

Teaching hours: 20

- 2.1 Study of the psychology of play
- 2.2 Therapeutic aspects of Games

Unit 3: Design Development of a new Toy or Game

Teaching hours: 24

- 3.1 User study, market study and ethnographic study
- 3.2 Design brief development and concept ideation through sketches, rendering, physical and digital mock-ups
- 3.3 Exploration using a variety of materials
- 3.4 Design review and testing

Unit 4: Final Prototype Development

Teaching hours: 43

Suggested Readings:

1. *Homo Ludens: A Study of the Play Element*, Author: Johan Huizinga, Publisher: Angelico Press, 2016
2. *Board and Table Games from Many Civilizations*, Author: R. C. Bell, Dover Publications, 2000
3. *Man, Play and Games*, Author : Roger Caillois, University of illinois press,1958

w.e.f. Academic year _2019 and onwards

Key: L= Lecture, T= Tutorial, P= Practical, C= Credit