



**Introduction to game industry (AD-027)**  
**(SISSEJUHATUS MÄNGUTÖÖSTUSESSE)**  
**(Введение в игровую индустрию)**

**SUBJECT DESCRIPTION**

<b>Credits (ECTS)</b>	4.00 ECTS
<b>Assessment</b>	grading
<b>Aim of the subject and short description</b>	
Introduction to the game industry. Overview of the functional elements and their roles/positions in the gaming industry. The origins of computer games, game generations, connected enterprises and people. The origination and development of video games sub-culture. The theories of classifying different types of players, their connection to the genre of the game. Playing experience, player motivation and emotional gains and ethics in game design	
<b>Learning outcomes:</b>	
Student: <ol style="list-style-type: none"><li>1. has a basic overview of the development of video games and the industry</li><li>2. is able to name persons and companies who have influenced this field the most;</li><li>3. knows the theories of gamer type classification and knows how to associate them with game genres;</li><li>4. is able to analyse a game's business model depending on the genre, target group needs and the state of the industry.</li></ol>	

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