



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

SUBJECT DESCRIPTION

Credits (ECTS)	4.00 ECTS
Assessment	grading
Aim of the subject and short description	
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	
Learning outcomes:	
Student: <ol style="list-style-type: none">1. has a basic overview of the development of video games and the industry2. is able to name persons and companies who have influenced this field the most;3. knows the theories of gamer type classification and knows how to associate them with game genres;4. is able to analyse a game's business model depending on the genre, target group needs and the state of the industry.	