



JOY UNIVERSITY
semper paratus

School of Design

M. Design Digital Game Design– I Semester

| Sl. No. | Course Code | Course Title | L | T | S | Contact Hrs/Wk | Credits |
|---------|-------------|-----------------------|---|---|---|----------------|-----------|
| 1 | MDDG1101 | Elements of Design | 3 | | | 3 | 4 |
| 2 | MDDG1102 | Game Writing | 3 | | 3 | 6 | 7 |
| 3 | MDDG1103 | Game Architecture | 3 | | | 3 | 4 |
| 4 | MDDG1104 | Game Interface Design | 3 | | | 3 | 4 |
| 5 | MDDG2101 | Digital Studio -I | | | 6 | 6 | 6 |
| 6 | MDDG2102 | Design Studio - I | | | 9 | 9 | 9 |
| | | TOTAL | | | | 30 | 34 |

M. Design Digital Game Design– II Semester

| Sl. No. | Course Code | Course Title | L | T | S | Contact Hrs/Wk | Credits |
|---------|-------------|--------------------------------|---|---|---|----------------|-----------|
| 1 | MDDG1105 | Research methodology | 3 | | | 3 | 4 |
| 2 | MDDG1106 | Effects & Simulation for games | 3 | | 3 | 6 | 7 |
| 3 | MDDG1107 | Elective - I | 3 | | | 3 | 4 |
| 4 | MDDG1108 | Elective - II | 3 | | | 3 | 4 |
| 5 | MDDG2103 | Digital Studio -II | | | 6 | 6 | 4 |
| 6 | MDDG2104 | Design Studio - II | | | 9 | 9 | 12 |
| | | TOTAL | | | | 30 | 35 |

M. Design Digital Game Design– III Semester

| Sl. No. | Course Code | Course Title | L | T | S | Contact Hrs/Wk | Credits |
|---------|-------------|------------------------|---|---|---|----------------|-----------|
| 1 | MDDG1201 | Virtual Reality Design | 3 | | | 3 | 4 |
| 2 | MDDG1202 | Elective - III | 3 | | | 3 | 4 |
| 3 | MDDG1203 | Elective - IV | 3 | | | 3 | 4 |
| 4 | MDDG2201 | Digital Studio -III | | | 6 | 6 | 6 |
| 5 | MDDG2202 | Design Studio - III | | | 6 | 6 | 6 |
| 6 | MDDG3201 | Design Project - I | | | | | 12 |
| | | TOTAL | | | | | 36 |

M. Design Digital Game Design– IV Semester

| Sl. No. | Course Code | Course Title | L | T | S | Contact Hrs/Wk | Credits |
|---------|-------------|---------------------|---|---|---|----------------|-----------|
| 1 | MDDG2203 | Digital Studio -IV | | | 6 | 6 | 6 |
| 2 | MDDG3202 | Design Project - II | | | | | 36 |
| | | TOTAL | | | | | 42 |

Credit Summary

| | Credits |
|--------------|------------|
| Semester I | 34 |
| Semester II | 35 |
| Semester III | 36 |
| Semester IV | 42 |
| Total | 147 |

| M.Design Digital Game Design - Core Electives* | | | | | | | |
|--|-------------|----------------------------------|---|---|---|----------------|---------|
| Sl. No. | Course Code | Course Title | L | T | S | Contact Hrs/Wk | Credits |
| 1 | | Design for Social Responsibility | 3 | | | 3 | 4 |
| 2 | | Game Design: Case Studies | 1 | 2 | | 3 | 4 |
| 3 | | Psychology of Games | 3 | | | 3 | 4 |
| 4 | | Educational Game Design | 3 | | | 3 | 4 |
| 5 | | Character Creation and Styling | 3 | | | 3 | 4 |
| 6 | | Game Theory | 3 | | | 3 | 4 |
| 7 | | Business of Games | 3 | | | 3 | 4 |
| 8 | | Game Testing | 3 | | | 3 | 4 |
| 9 | | Cognitive Ergonomics | 3 | | | 3 | 4 |
| 10 | | IPR and Copyright | 3 | | | 3 | 4 |

* Out of the 4 electives in the course, 2 should be Core Electives.