

**schedule(s) – common(s) / register! / request for grading**

participant(s) / lab(s) / assignment(s) / NM5

1. introduction – game design & development
2. brain storm(s) – what is the name of the game?
3. case study I – applying game design patterns
4. concept presentation(s) – ideas & plan(s)
5. game engine(s) – comparative evaluation(s)
6. case study II – applying game design patterns
7. urban game(s) – interactive (smart) space(s)
8. presentation of final assignment(s)