

Elective Course Description Summer Term 2024

Title	Pixel games for a super wide LED screen				
Cluster Title PO 07 To be filed by focus managers S.U.					
Cluster Title PO 2012 To be filed by focus managers S.U.					
Cluster Title PO 2014 To be filed by focus managers S.U.					
Date of first course event / first organizational meeting with students****/ Room	24.4.24 tbc		F17/25 or 17/23 tbc		NN
kind of room if not indicated above	Hörsaal		Seminarraum		Labor <input checked="" type="checkbox"/>
Belegung über OBS - 28.3.-8.4.24 14:00 Achtung nur aus dem h-da Netz oder über vpn					

Course Data	credit points				5 credit points
	workload/semester				125-150 h
	presence/week on average**				4 SWS
	Group size according to cnw				
	Min. size				8 students
	XX.04. – XX.XX.24				
	weekday of course				Wed
	frequency of course-events	weekly <input checked="" type="checkbox"/>	bi-weekly	blocked	
	prospective timeframe**** (Block = 90 min)	Block 1 8:30	Block 2 10:15	Block 3 12:00	
		Block 4 14:15 <input checked="" type="checkbox"/>	Block 5 16:00 <input checked="" type="checkbox"/>	Block 6 17:45	
	course language	English <input checked="" type="checkbox"/>		German	
	suitable for students of course/focus	DM		AG	<input checked="" type="checkbox"/>
		IMD	<input checked="" type="checkbox"/>	MP	
		SMP	<input checked="" type="checkbox"/>	IW (BA)	
		OJ/WJ/OK		I	<input checked="" type="checkbox"/>
Content(s): (check one or more)	Design <input checked="" type="checkbox"/>	Informatics / Technology <input checked="" type="checkbox"/>	Economy / Business	Culture	
Time frame in case of blocked event					

Course Portrait					
Lecturer(s) Name(s)	Prof. Dr.-Ing. Martin Leissler				
Lecturer(s) email	martin.leissler@h-da.de				
Contact Prof. @ fbmd					
Teaching Method	lecture <input type="checkbox"/>	lecture + seminar <input checked="" type="checkbox"/>	seminar <input type="checkbox"/>	project <input type="checkbox"/>	
Course Contents	<p>This course is designed for pixel artists, game designers, and game programmers who want to create innovative games for a special LED matrix screen with an aspect ratio of 3:1 and a resolution of 384x128 pixels. Students will learn how to leverage the unique screen format to design and develop games that stand out from the crowd, using the PICO-8 fantasy console and Lua programming language (https://www.lexaloffle.com/pico-8.php).</p> <p>The course will begin with an exploration of the capabilities and limitations of the special LED matrix screen, including the challenges and opportunities presented by the 3:1 aspect ratio. Students will think about innovative game</p>				

