# Career Exploration in English

**Instructor**: Joan Chang       **Email**: joanchang@ntnu.edu.tw
**Class Time:** Monday/ Wednesday 1-5pm       **Classroom:** 樸201

## Course description:

This immersive course provides students with the opportunity to explore and experience industries related to English language and literature. This semester, the focus is on the board game industry, co-taught with Charlie Liao. Students will delve into the industry's history and trends, applying their English literacy and literary knowledge to design innovative board games. The course includes hands-on experiences through visits to a board game store and active participation in board game contests. By the end of the course, students will have developed critical thinking, creativity, and practical skills in game design, preparing them to contribute to this exciting field.

*Guest instructor: Charlie Liao 廖宇凡, a professional judge for international board game competitions.
*Stipend of the board game will be provided for the production of this game.

## Requirements:

1.  Students need to bring their laptops, pads or smart phones for the class.
2.  Grading policy:
    - Class Participation 20%
    - Weekly assignments 30%
    - Mid-term prototype 20%
    - Final project 30%

| Class | Date | Contents (Part I) | (Part II) |
|---|---|---|---|
| 01 | 06/24 M | Course Overview | Introduction to the History and Industry of board games |
| 02 | 06/06 W | types and categories of board games | Examples and case studies of popular board games |
| 03 | 07/01 M | Fundamentals of game mechanics, dynamics, and aesthetics | Techniques for integrating storytelling with game mechanics |
| 04 | 07/03 W | Techniques for idea generation and creativity | Brainstorming sessions for board game concepts |
| 05 | 07/08 M | Deep dive into designing game mechanics and rules | Balancing complexity and accessibility in game design |
| 06 | 07/10 W | Basics of creating a board game prototype | Hands-on prototyping session |
| 07 | 07/15 M | Finalization of board game projects | Preparation for presentations and evaluations |
| 08 | 07/17 W | Final Projects Presentations | Peer review and instructor feedback |