



GAMEHIGHED Resource Pack 2

November 2021

01 [GAMEHIGHED Initial Report](#)

- full version ENG
- summaries in PL, TR, CZ, FI

02 [Bachelor in Narrative & Game Design Curriculum](#)

03 [Bachelor-level Edu-Resources](#)

- First Steps in Game Design - syllabus + teacher's booklet
- Story/Scenario Design - syllabus + teacher's booklet
- Analog Game Design - syllabus
- Digital Game Literacy - syllabus + teacher's booklet
- Digital Game Development 1 - syllabus + teacher's booklet
- Digital Game Development 2 - syllabus + teacher's booklet
- Intro to Player Psychology - syllabus + teacher's booklet
- Game Psychology & HCI - syllabus + teacher's booklet
- Visual & Audio Design - syllabus + teacher's booklet
- Game Business & Monetization - syllabus + teacher's booklet
- Planszówka instant - warsztat [PL]

04 [Master and PhD Games-ed Curricula](#)

- Master in Narratology for Game Writers & Designers
- Master in Narratology for Game Writers & Designers - UKW version
- Master in Game Studies
- PhD in Digital Game Design

07 [Report on Edu-Value of Game Jams](#) [pre-publication info]

09 [Pre-Game Jam Workshops](#)

- Pre-Game Jam UNITY Workshop draft
- Pre-Game Jam ART Workshop draft

GAMEHIGHED Outputs 05, 06, 08, 010 will be released in Q1-2022 and Q2-2022.