



# COMP1150

## Introduction to Video Games

Session 1, In person-scheduled-weekday, North Ryde 2024

*School of Computing*

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#### **Disclaimer**

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## General Information

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Credit points

10

Prerequisites

Corequisites

Co-badged status

MMCC1011

Unit description

Video games provide the only real example of the promise of interactive entertainment held out by modern technologies. Video games provide a rapidly growing form of entertainment and are also used for educational and business purposes. This unit provides an introduction to the design and study of computer and console games. Topics covered include: the history of games; the cultural and aesthetic study of games; and the game development process. The assessment includes a project using a game development package.

## Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

## Learning Outcomes

On successful completion of this unit, you will be able to:

**ULO1:** demonstrate disciplinary knowledge of video games studies theories and practices.

**ULO2:** communicate clearly and effectively a range of ideas in a variety of media forms.

**ULO3:** identify and analyse different disciplinary approaches to video game analysis.

**ULO4:** apply game design skills and methodologies to the production of basic video games.

## General Assessment Information

To pass this unit you must achieve a total mark equal to or greater than 50%.

### Late Assessment Submission Penalty

Unless a Special Consideration request has been submitted and approved, a 5% penalty (of the total possible mark) will be applied each day a written assessment is not submitted, up until the 7th day (including weekends). After the 7th day, a mark of '0' (zero) will be awarded even if the assessment is submitted. Submission time for all written assessments is set at 11.55pm. A 1-hour grace period is provided to students who experience a technical issue. This late penalty will apply to written reports and recordings only. Late submission of time sensitive tasks (such as tests/exams, performance assessments/presentations, scheduled practical assessments/labs will be addressed by the unit convenor in a Special consideration application.

For any late submission of scheduled practical assessments/labs, please apply for [Special Consideration](#).

### Assessments where Late Submissions will be accepted

- Game Analysis - YES, Standard Late Penalty applies
- Major Essay - YES, Standard Late Penalty applies
- Game Design Task - YES, Standard Late Penalty applies
- Practical Exercises - NO - Unless Special Consideration is Granted
- Active Tutorial Participation - NO - Unless Special Consideration is Granted

### Special Consideration

The [Special Consideration Policy](#) aims to support students who have been impacted by short-term circumstances or events that are serious, unavoidable and significantly disruptive, and which may affect their performance in assessment.

*Written Assessments:* If you experience circumstances or events that affect your ability to complete the written assessments in this unit on time, please inform the convenor and submit a Special Consideration request through [ask.mq.edu.au](mailto:ask.mq.edu.au).

*Weekly practice-based tasks:* If you miss a weekly practical/tutorial class due to a serious, unavoidable and significant disruption, contact your convenor ASAP as you may be able to attend another class that week.

If it is not possible to attend another class, you should still contact your convenor for access to class material to review in your own time.

## Assessment Tasks

Name	Weighting	Hurdle	Due
<a href="#"><u>Practical Exercises Video Game Tasks</u></a>	6%	No	Weekly
<a href="#"><u>Practice Based Tutorial</u></a>	10%	No	Weekly
<a href="#"><u>Game Design Task</u></a>	30%	No	Week 13
<a href="#"><u>Major Essay</u></a>	40%	No	Week 11
<a href="#"><u>Game Analysis</u></a>	14%	No	Week 7

### Practical Exercises Video Game Tasks

Assessment Type <sup>1</sup>: Practice-based task

Indicative Time on Task <sup>2</sup>: 0 hours

Due: **Weekly**

Weighting: **6%**

Practical exercises using a video game engine. These exercises are designed to introduce students to the basics of game development. Refer to iLearn for further information.

On successful completion you will be able to:

- apply game design skills and methodologies to the production of basic video games.

### Practice Based Tutorial

Assessment Type <sup>1</sup>: Practice-based task

Indicative Time on Task <sup>2</sup>: 0 hours

Due: **Weekly**

Weighting: **10%**

A set of small tasks including student-led discussions and group activities that take place in the weekly tutorials (in-class activities). Refer to iLearn for further information.

On successful completion you will be able to:

- demonstrate disciplinary knowledge of video games studies theories and practices.
- communicate clearly and effectively a range of ideas in a variety of media forms.
- identify and analyse different disciplinary approaches to video game analysis.

## Game Design Task

Assessment Type <sup>1</sup>: Design Implementation

Indicative Time on Task <sup>2</sup>: 33 hours

Due: **Week 13**

Weighting: **30%**

A design implementation task using a 3D game engine. You will design a level for a simple video game and write a 1-2 page document describing the engine features you use and how they contribute towards your design.

On successful completion you will be able to:

- communicate clearly and effectively a range of ideas in a variety of media forms.
- apply game design skills and methodologies to the production of basic video games.

## Major Essay

Assessment Type <sup>1</sup>: Essay

Indicative Time on Task <sup>2</sup>: 38 hours

Due: **Week 11**

Weighting: **40%**

Students write an essay critically analysing a video game or game community of their choosing. It must build upon, critique and/or extend the argument of one or more of the unit readings. It must also use academic theory from beyond the unit to support the argument. Students must identify the key theoretical ideas and assumptions associated with their chosen reading and apply them to the chosen game/community. Refer to iLearn for further information.

On successful completion you will be able to:

- demonstrate disciplinary knowledge of video games studies theories and practices.
- communicate clearly and effectively a range of ideas in a variety of media forms.
- identify and analyse different disciplinary approaches to video game analysis.

## Game Analysis

Assessment Type <sup>1</sup>: Case study/analysis

Indicative Time on Task <sup>2</sup>: 10 hours

Due: **Week 7**

Weighting: **14%**

A short answer online task, analysing the design of a game (to be provided) using the ideas taught in class. This exercise is designed to demonstrate students' understanding of the concepts taught and their ability to apply them to analysing a game. Refer to iLearn for further information.

On successful completion you will be able to:

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- identify and analyse different disciplinary approaches to video game analysis.

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<sup>1</sup> If you need help with your assignment, please contact:

- the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
- the [Writing Centre](#) for academic skills support.

<sup>2</sup> Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

## Delivery and Resources

### Lectures

All lectures are **pre-recorded** and can be watched through iLearn. There are no live lectures in this unit.

### Week 1

Practicals and Tutorials/SGTAs commence in Week 1

## Methods of Communication

We will communicate with you via your university email or through announcements on iLearn, especially the unit forums. Queries to convenors can either be placed on the iLearn discussion board or emailed from your **university email address**. For emails, please include the unit code in the subject.

## Classes

Each week you should watch the recorded lecture and attend a two-hour practical and a 1 hour SGTA/Tutorial.

You should check iLearn for related announcements, Zoom links and an updated schedule for all classes - <http://ilearn.mq.edu.au>

For official details of class times and locations consult Class Finder. For details see: <https://students.mq.edu.au/study/enrolling/create-timetable>

Note: Practicals and SGTA/Tutorials commence in **Week 1**.

You should have selected a SGTA/tutorial and a practical at enrolment. You should attend the SGTA/tutorial and practical you are enrolled in. For further details refer to iLearn.

## Resources to assist your learning

### Textbook

Adams, E. (2014). *Fundamentals of game design*. 3rd Edition is a recommended text for this subject but it is not required. It is, however, strongly recommended that students who are proceeding with the Bachelor of Game Design and Development buy this book as it will be a useful reference throughout your degree. For further details refer to iLearn.

## Readings

The COMP1150/MMCC1011 readings will be provided online through iLearn.

## Website

The website for this unit is provided through the University's iLearn system. iLearn can be found at <http://ilearn.mq.edu.au>. If you are enrolled in this unit you should have access to the material on iLearn once you log on.

## Discussion Boards

The discussion board for this unit can be accessed through the iLearn site.

## Technologies Employed

Game Design Environment: the Unity game engine will be used to create your game. This is a free download and runs on both PCs and Macs.

## Unit Schedule

Lectures and tutorials will cover weekly topics such as:

- What is a game?
- Approaches to Discourse (including cultural impacts, violence and classification)
- Procedural Rhetoric
- Gamification
- The Magic Circle
- Gender
- Player Experience
- Discovery and Mastery
- Game Analysis
- Models and Metaphors
- Games and Meaning

Practicals will introduce the Unity game engine and cover practical skills related to version control, 2D physics and animation, layers, triggers and prefabs, meshes and textures, terrain, ProBuilder and package manager, cameras, lighting, particle systems and interactivity.

## Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central \(https://policies.mq.edu.au\)](https://policies.mq.edu.au). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Assessment Procedure](#)
- [Complaints Resolution Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#)

Students seeking more policy resources can visit [Student Policies \(https://students.mq.edu.au/support/study/policies\)](https://students.mq.edu.au/support/study/policies). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

To find other policies relating to Teaching and Learning, visit [Policy Central \(https://policies.mq.edu.au\)](https://policies.mq.edu.au) and use the [search tool](#).



## Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/admin/other-resources/student-conduct>

## Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit [ask.mq.edu.au](http://ask.mq.edu.au) or if you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto:globalmba.support@mq.edu.au)

## Academic Integrity

At Macquarie, we believe [academic integrity](#) – honesty, respect, trust, responsibility, fairness and courage – is at the core of learning, teaching and research. We recognise that meeting the expectations required to complete your assessments can be challenging. So, we offer you a range of resources and services to help you reach your potential, including free [online writing and maths support](#), [academic skills development](#) and [wellbeing consultations](#).

## Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

## The Writing Centre

[The Writing Centre](#) provides resources to develop your English language proficiency, academic writing, and communication skills.

- [Workshops](#)
- [Chat with a WriteWISE peer writing leader](#)
- [Access StudyWISE](#)
- [Upload an assignment to Studiosity](#)
- [Complete the Academic Integrity Module](#)

The Library provides online and face to face support to help you find and use relevant information resources.

- [Subject and Research Guides](#)
- [Ask a Librarian](#)

## Student Services and Support

Macquarie University offers a range of [Student Support Services](#) including:

- [IT Support](#)
- [Accessibility and disability support](#) with study

- Mental health [support](#)
- [Safety support](#) to respond to bullying, harassment, sexual harassment and sexual assault
- [Social support including information about finances, tenancy and legal issues](#)
- [Student Advocacy](#) provides independent advice on MQ policies, procedures, and processes

## Student Enquiries

Got a question? Ask us via [AskMQ](#), or contact [Service Connect](#).

## IT Help

For help with University computer systems and technology, visit [http://www.mq.edu.au/about\\_us/offices\\_and\\_units/information\\_technology/help/](http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/).

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#). The policy applies to all who connect to the MQ network including students.

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Unit information based on version 2024.03 of the [Handbook](#)