



# MMCC1011

## Introduction to Video Games

Session 2, Special circumstance 2020

*Department of Media, Music, Communication and Cultural Studies*

### Contents

<u>General Information</u>	2
<u>Learning Outcomes</u>	3
<u>General Assessment Information</u>	3
<u>Assessment Tasks</u>	3
<u>Delivery and Resources</u>	5
<u>Policies and Procedures</u>	6

#### Disclaimer

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#### Notice

As part of [Phase 3 of our return to campus plan](#), most units will now run tutorials, seminars and other small group learning activities on campus for the second half-year, while keeping an online version available for those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face and online activities for your unit, please go to [timetable viewer](#). To check detailed information on unit assessments visit your unit's iLearn space or consult your unit convenor.

## General Information

Unit convenor and teaching staff

Convenor

Rowan Tulloch

[rowan.tulloch@mq.edu.au](mailto:rowan.tulloch@mq.edu.au)

Contact via Email

10HA 191C

By appointment

Convenor

Mitchell McEwan

[mitchell.mcewan@mq.edu.au](mailto:mitchell.mcewan@mq.edu.au)

Contact via Email

4 Research Drive Room 367

By appointment

Tutor

Gemma Roberts

[gemma.roberts@mq.edu.au](mailto:gemma.roberts@mq.edu.au)

Contact via Email

Credit points

10

Prerequisites

Corequisites

Co-badged status

COMP1150

Unit description

Video games provide a 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. Through these topics students will be provided with the tools for designing 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

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (incl. weekends) after the original submission deadline.

## Assessment Tasks

Name	Weighting	Hurdle	Due
<a href="#">Practical Exercises</a>	10%	No	Weekly
<a href="#">Game design task</a>	30%	No	Friday 11:59pm Week 13
<a href="#">Final Essay</a>	40%	No	Friday 11:59pm Week 11
<a href="#">Game analysis</a>	10%	No	Friday 11:59pm Week 6
<a href="#">Active Tutorial Participation</a>	10%	No	Ongoing

## Practical Exercises

Assessment Type <sup>1</sup>: Participatory task

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

Due: **Weekly**

Weighting: **10%**

Practical exercises using a video game engine. These exercises are designed to introduce students to the basics of game development.

On successful completion you will be able to:

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

## Game design task

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

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

Due: **Friday 11:59pm Week 13**

Weighting: **30%**

A design implementation task using a 3D game engine. Students will design a level for a simple video game and write a 1-2 page document describing the engine features used and how they contribute towards the design. Refer to iLearn for further information.

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.

## Final Essay

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

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

Due: **Friday 11:59pm 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: **Friday 11:59pm Week 6**

Weighting: **10%**

A short answer online quiz, 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:

- 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.

## Active Tutorial Participation

Assessment Type <sup>1</sup>: Participatory task

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

Due: **Ongoing**

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.

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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

### Classes

Each week you should watch a pre-recorded lecture, and attend a one hour tutorial and a two hour practical. For details of days, times and locations consult the timetables webpage. <http://timetables.mq.edu.au>

Note: Practicals and tutorials commence in Week 1.

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

### Resources to assist your learning

### Textbook:

Adams, E. (2010) Fundamentals of game design 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, the BIT Major in Game Development, or the BA major in Games and Interactivity buy this book as it will be a useful reference throughout your degree. For further details refer to iLearn.

The MMCC1011/COMP1150 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 Unity3D game engine will be used to create your game. This is a free download and runs on both PCs and Macs.

### Consultation Times

The full contact details and consultation times of convenors Rowan Tulloch and Mitchell McEwan are available on the iLearn site.

## Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>). 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](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)

- [Special Consideration Policy](#) (**Note:** The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.)

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

If you would like to see all the policies relevant to Learning and Teaching visit [Policy Central](http://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<http://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>).

## Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/study/getting-started/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)

## Student Support

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

## Learning Skills

Learning Skills ([mq.edu.au/learningskills](http://mq.edu.au/learningskills)) provides academic writing resources and study strategies to help you improve your marks and take control of your study.

- [Getting help with your assignment](#)
- [Workshops](#)
- [StudyWise](#)
- [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

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

## Student Enquiries

For all student enquiries, visit Student Connect at [ask.mq.edu.au](https://ask.mq.edu.au)

If you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto:globalmba.support@mq.edu.au)

## 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.