COMP1150

Introduction to Video Games

Session 2, Special circumstance 2020

Department of Computing

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Notice

As part of Phase 3 of our return to campus plan, most units will now run tutorials, seminars and ot her small group learning activities on campus for the second half-year, while keeping an online ver sion available for those students unable to return or those who choose to continue their studies onli ne.

To check the availability of face-to-face and onlin e activities for your unit, please go to timetable vi ewer. To check detailed information on unit asses sments visit your unit's iLearn space or consult yo ur unit convenor.

General Information

Unit convenor and teaching staff

Convenor
Rowan Tulloch
rowan.tulloch@mq.edu.au
Contact via Email
10HA 191C
By appointment

Convenor
Mitchell McEwan
mitchell.mcewan@mq.edu.au
Contact via Email
4 Research Drive Room 367
By appointment

Tutor
Gemma Roberts
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Contact via Email

Credit points
10

Prerequisites

Corequisites

Co-badged status
Co-taught as 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

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
Practical exercises	10%	No	Weekly
Game Design Task	30%	No	Friday 11:59pm Week 13
Final Essay	40%	No	Friday 11:59pm Week 11
Game Analysis	10%	No	Friday 11:59pm Week 6
Active Tutorial Participation	10%	No	Ongoing

Practical exercises

Assessment Type [1]: Participatory task
Indicative Time on Task [2]: 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:

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

Game Design Task

Assessment Type [1]: Design Implementation
Indicative Time on Task [2]: 33 hours
Due: **Friday 11:59pm 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:

- identify and analyse different disciplinary approaches to video game analysis.
- apply game design skills and methodologies to the production of basic video games.

Final Essay

Assessment Type [1]: Essay
Indicative Time on Task [2]: 38 hours
Due: **Friday 11:59pm Week 11**
Weighting: **40%**

Students must write a 1500 word 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

On successful completion you will be able to:

- demonstrate disciplinary knowledge of video games studies theories and practices.
- apply game design skills and methodologies to the production of basic video games.

Game Analysis

Assessment Type [1]: Case study/analysis
Indicative Time on Task [2]: 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.

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 [1]: Participatory task
Indicative Time on Task [2]: 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.

On successful completion you will be able to:

- demonstrate disciplinary knowledge of video games studies theories and practices.
- apply game design skills and methodologies to the production of basic video games.

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[1] 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.

[2] 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://tim

etables.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.

Unit Schedule

Lectures and tutorials will cover weekly topics such as:

- What is a game?
- Player Experience

- Discovery and Mastery
- Game Analysis
- Approaches to Discourse (including cultural impacts, violence and classification)
- Game Essentialism
- Gamification
- The Magic Circle
- Gender
- 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://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). 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 (https://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 or if you are a Global MBA student contact 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) 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

If you are a Global MBA student contact 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/.

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.