COMP1150
Introduction to Video Games
Session 1, In person-scheduled-weekday, North Ryde 2022

School of Computing

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## General Information

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**Credit points**  
10

**Prerequisites**

**Corequisites**
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](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

Late Penalties

The policy in relation to late assessment submissions is as follows:

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – 10 marks out of 100 credit will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted seven days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments - e.g. quizzes, online tests, etc.

To be very clear:

- Unless you have applied for special consideration and had your application approved, for each day your assignment is late, 10 marks will be deducted. For example, if you submit your assignment 7 days late, 70 marks will be deducted, which means you will fail that assignment.
Assessment Tasks

<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Hurdle</th>
<th>Due</th>
</tr>
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<tbody>
<tr>
<td>Practical Exercises</td>
<td>6%</td>
<td>No</td>
<td>Ongoing Weeks 1-12</td>
</tr>
<tr>
<td>Active Tutorial Participation</td>
<td>10%</td>
<td>No</td>
<td>Ongoing Weeks 2-6</td>
</tr>
<tr>
<td>Major Essay</td>
<td>40%</td>
<td>No</td>
<td>23:59 on 8/04/2022</td>
</tr>
<tr>
<td>Game Analysis</td>
<td>14%</td>
<td>No</td>
<td>23:59 on 15/05/22</td>
</tr>
<tr>
<td>Game Design Task</td>
<td>30%</td>
<td>No</td>
<td>23:59 on 5/06/22</td>
</tr>
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Practical Exercises
Assessment Type 1: Participatory task
Indicative Time on Task 2: 0 hours
Due: Ongoing Weeks 1-12
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.

Active Tutorial Participation
Assessment Type 1: Participatory task
Indicative Time on Task 2: 0 hours
Due: Ongoing Weeks 2-6
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.

**Major Essay**

**Assessment Type**: Essay

**Indicative Time on Task**: 38 hours

**Due**: 23:59 on 8/04/2022

**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**: Case study/analysis

**Indicative Time on Task**: 10 hours

**Due**: 23:59 on 15/05/2022

**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:
   • 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 1: Design Implementation
Indicative Time on Task 2: 33 hours
Due: 23:59 on 5/06/22
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.

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 two hour practical. In weeks 1-6 you will have a tutorial (shown in your schedule as an ‘SGTA’). The tutorials will be 1 hour long in week 1, and two hours for weeks 2-6.

Some live lectures (accessible online) will also be held in the scheduled lecture time to introduce
the unit (in week 1) and certain assessment items (in later weeks). 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 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 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.

Consultation Times
The full contact details and consultation times of convenors Mitchell McEwan and Rowan Tulloch
Unit Schedule

Lectures and tutorials will cover weekly topics such as:

- What is a game?
- Approaches to Discourse (including cultural impacts, violence and classification)
- Game Essentialism
- 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). 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). 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) 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 or if you are a Global MBA student contact 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
Unit guide COMP1150 Introduction to Video Games

- 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 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/.

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.