COMP3180
Virtual Reality and Advanced Game Development
Session 2, In person-scheduled-weekday, North Ryde 2023
School of Computing

Contents

General Information ................................................. 2
Learning Outcomes .................................................. 3
General Assessment Information .......................... 3
Assessment Tasks ..................................................... 3
Delivery and Resources ............................................ 6
Unit Schedule ......................................................... 6
Policies and Procedures ............................................ 7
Changes from Previous Offering .......................... 9

Disclaimer
Macquarie University has taken all reasonable measures to ensure the information in this publication is accurate and up-to-date. However, the information may change or become out-dated as a result of change in University policies, procedures or rules. The University reserves the right to make changes to any information in this publication without notice. Users of this publication are advised to check the website version of this publication [or the relevant faculty or department] before acting on any information in this publication.
General Information

Unit convenor and teaching staff
Unit Convenor, Lecturer, Tutor
Mitchell McEwan
mitchell.mcewan@mq.edu.au
Contact via Email
By appointment

Lecturer, Tutor
Cameron Edmond
cameron.edmond@mq.edu.au
Contact via Email
By appointment

Lecturer, Tutor
Kayson Whitehouse
kayson.whitehouse@mq.edu.au
Contact via Email
By appointment

Credit points
10

Prerequisites
COMP2150 and COMP2160

Corequisites

Co-badged status

Unit description
This unit covers advanced game development topics, with a focus on design and development for virtual reality (VR) platforms. Topics include: extended reality (XR - consisting of virtual, augmented and mixed reality) platforms, natural control interfaces, games user research, procedural generation, artificial intelligence, network programming and tools development.

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 knowledge of advanced game design and development topics.
ULO2: Apply software engineering techniques to collaboratively develop complex game architectures for emerging platforms.
ULO3: Independently research and critically analyse game development techniques for emerging platforms.
ULO4: Practice user-centred design to evaluate and optimise game development approaches.
ULO5: Effectively communicate complex ideas across a range of media.

General Assessment Information

Late Assessment Submission Penalty

Unless a Special Consideration request has been submitted and approved, a 5% penalty (of the total possible mark of the task) will be applied for each day a written report or presentation assessment is not submitted, up until the 7th day (including weekends). After the 7th day, a grade of ‘0’ will be awarded even if the assessment is submitted. The submission time for all uploaded assessments is 11:55 pm. A 1-hour grace period will be provided to students who experience a technical concern. For any late submission of time-sensitive tasks, such as scheduled tests/ exams, performance assessments/presentations, and/or scheduled practical assessments/labs, please apply for Special Consideration.

Late Submission acceptance criteria:

- Practical Participation - NOT ACCEPTED, unless Special Consideration is Granted
- Project Proposal Presentation - NOT ACCEPTED, unless Special Consideration is Granted
- Research Report - ACCEPTED, Standard Late Penalty applies
- Final Project - ACCEPTED, Standard Late Penalty applies

Assessment Tasks

<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Hurdle</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Practical Participation</td>
<td>10%</td>
<td>No</td>
<td>Weekly</td>
</tr>
<tr>
<td>Project Proposal Presentation</td>
<td>15%</td>
<td>No</td>
<td>Weeks 5-6</td>
</tr>
<tr>
<td>Research Report</td>
<td>25%</td>
<td>No</td>
<td>Week 7</td>
</tr>
</tbody>
</table>

https://unitguides.mq.edu.au/unit_offerings/156325/unit_guide/print
<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Hurdle</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Final Project</strong></td>
<td>50%</td>
<td>No</td>
<td>Week 13</td>
</tr>
</tbody>
</table>

**Practical Participation**

Assessment Type 1: Participatory task
Indicative Time on Task 2: 0 hours
Due: Weekly
Weighting: 10%

Participation in the scheduled weekly practical activities.

On successful completion you will be able to:
- Demonstrate knowledge of advanced game design and development topics.
- Apply software engineering techniques to collaboratively develop complex game architectures for emerging platforms.
- Practice user-centred design to evaluate and optimise game development approaches.
- Effectively communicate complex ideas across a range of media.

**Project Proposal Presentation**

Assessment Type 1: Presentation
Indicative Time on Task 2: 10 hours
Due: Weeks 5-6
Weighting: 15%

A presentation to the class detailing the findings of your research and a related collaborative game development proposal.

On successful completion you will be able to:
- Demonstrate knowledge of advanced game design and development topics.
- Independently research and critically analyse game development techniques for emerging platforms.
- Effectively communicate complex ideas across a range of media.
Research Report
Assessment Type: Report
Indicative Time on Task: 30 hours
Due: Week 7
Weighting: 25%

A literature review or technical report on an advanced game development topic, evaluating its applicability to XR platforms and identifying relevant recommendations for game design and development processes.

On successful completion you will be able to:
- Demonstrate knowledge of advanced game design and development topics.
- Independently research and critically analyse game development techniques for emerging platforms.
- Practice user-centred design to evaluate and optimise game development approaches.
- Effectively communicate complex ideas across a range of media.

Final Project
Assessment Type: Project
Indicative Time on Task: 45 hours
Due: Week 13
Weighting: 50%

A collaborative game development project demonstrating advanced techniques in one of the chosen topic areas for an extended reality (XR) platform. An included report will detail the aims of the project, results from relevant playtesting/evaluation and its contribution to advancing game design and development approaches.

On successful completion you will be able to:
- Demonstrate knowledge of advanced game design and development topics.
- Apply software engineering techniques to collaboratively develop complex game architectures for emerging platforms.
- Practice user-centred design to evaluate and optimise game development approaches.
- Effectively communicate complex ideas across a range of media.
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.

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**

This primary scheduled learning activities are practical classes, which focus on studio-based project research and development, guided by a tutor. Students will have the option to complete this work individually or in small groups. All practical classes are on campus.

Occasional full-class online Q&A/lecture learning activities will also be scheduled as required. Some lectures and additional learning activities may also be provided online via iLearn and Echo 360.

**Required and Recommended Texts**

There is no prescribed text for this unit.

**Unit Website**

Please login to iLearn at [http://ilearn.mq.edu.au/](http://ilearn.mq.edu.au/)

**Technologies Used and Required**

The technologies used will depend on the needs of your chosen/assigned advanced game development topic area. You will have access to the games lab computers and the software on them, which will feature the Unity game development engine and other creative tools. See iLearn for the version of Unity used on the lab computers. Extra required software may be added to these computers if a good case can be made for it. You will also have access to necessary hardware in the games lab, such as VR equipment and controllers.

Although dependent on the needs and scope of your chosen/assigned advanced game development topic area, there will likely be a need for the use of personal computing devices and software to support development (for example, when the lab is not open/available). Sourcing and compatibility with the provided lab resources will be students’ responsibility.

**Unit Schedule**

<table>
<thead>
<tr>
<th>Week</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>W1</td>
<td>Unit Introduction and Advanced Game Development Topics</td>
</tr>
</tbody>
</table>

https://unitguides.mq.edu.au/unit_offerings/156325/unit_guide/print
### 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
  • 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/.

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.

Changes from Previous Offering
Changes to the class schedule and assignment criteria are planned according to student feedback.

• Presentations now take place before the research report, to allow for feedback to inform changes to project proposals.
• Assignment criteria will be revised to clarify requirements and revised focus on non-XR projects.