COMP1151

Introduction to Game Development

Session 1, In person-scheduled-weekday, North Ryde 2025

School of Computing

Contents

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General Information

Unit convenor and teaching staff
Convenor / Lecturer
Malcolm Ryan
malcolm.ryan@mq.edu.au
Contact via email

Lecturer
Kayson Whitehouse
kayson.whitehouse@mq.edu.au
Contact via email

Lecturer
Cameron Edmond
cameron.edmond@mq.edu.au
Contact via email

Credit points
10

Prerequisites

Corequisites

Co-badged status

Unit description
This unit provides a hands-on introduction to the design and development of video games.
Throughout the unit, students will learn to design meaningful player experiences through the
application of game design theory and practice. Students will also be introduced to the
foundations of game development via the creation of a prototype game in a 3D game engine.

Learning in this unit enhances student understanding of global challenges identified by the
United Nations Sustainable Development Goals (UNSDGs) Gender Equity; Reduced
Inequality

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 game design and development theories and practices.

ULO2: Communicate game design and development decisions in appropriate formats.

ULO3: Apply game design theory to analyse existing games.

ULO4: Apply game design principles and processes in the production of a simple game.

ULO5: Prototype a simple game within a 3D game engine.

General Assessment Information

Assessment Task Release Dates

- Design Journal – 9am Monday, each week

- Design Quiz – 9am Monday, April 7

- Game Prototype – 9am Monday, May 5

Requirements to Pass this Unit

To pass this unit you must:

1. 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 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. For example, if the assignment is worth 8 marks (of the entire unit) and your submission is late by 19 hours (or 23 hours 59 minutes 59 seconds), 0.4 marks (5% of 8 marks) will be deducted. If your submission is late by 24 hours (or 47 hours 59 minutes 59 seconds), 0.8 marks (10% of 8 marks) will be deducted, and so on.

Assessments where Late Submissions will be accepted

- Design Journal – NO, Late submssions will not be accepted

- Design Quiz – YES, Standard Late Penalty applies

- Game Prototype – YES, Standard Late Penalty applies

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. If you experience circumstances or events that affect your ability to complete the assessments in this unit on time, please inform the convenor and submit a Special Consideration request through http://connect.mq.edu.au/.

Assessment Tasks

Name	Weighting	Hurdle	Due
Design Journal	20%	No	In the week 13 SGTA class
Design quiz	30%	No	11:55 pm Sunday 27th April
Game protoype	50%	No	11:55 pm Sunday 8th June

Design Journal

Assessment Type [1]: Portfolio
Indicative Time on Task [2]: 12 hours
Due: **In the week 13 SGTA class**
Weighting: **20%**

A design journal demonstrating regular engagement with teaching materials throughout semester. Homework exercises will be included as part of SGTA and Practical classes. The student will select specific exercises to be graded at the end of semester.

On successful completion you will be able to:
- Demonstrate disciplinary knowledge of game design and development theories and practices.
- Communicate game design and development decisions in appropriate formats.
- Apply game design theory to analyse existing games.
- Apply game design principles and processes in the production of a simple game.

Design quiz

Assessment Type [1]: Quiz/Test
Indicative Time on Task [2]: 20 hours
Due: **11:55 pm Sunday 27th April**
Weighting: **30%**

A take-home quiz addressing design topics including:

- Comprehension questions about regarding design theory covered in lectures and SGTAs
- An design analysis exercise, using the theoretical framework to analyse the design of a specific game.

On successful completion you will be able to:
- Demonstrate disciplinary knowledge of game design and development theories and practices.
- Communicate game design and development decisions in appropriate formats.
- Apply game design theory to analyse existing games.

Game protoype

Assessment Type [1]: Creative work
Indicative Time on Task [2]: 40 hours
Due: **11:55 pm Sunday 8th June**
Weighting: **50%**

A playable prototype for a simple game developed in a 2D game engine, submitted together with a report detailing:

- the technical implementation of the game.
- the design principles employed in the prototype game.
- reflection on the outcomes of playtesting the game with fellow students.

On successful completion you will be able to:
- Communicate game design and development decisions in appropriate formats.
- Apply game design principles and processes in the production of a simple game.
- Prototype a simple game within a 3D game engine.

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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

Week1 classes

- Lectures will begin in week 1.
- Practicals will begin in week 2.
- SGTAs will begin in week 2.

Methods of Communication

We will communicate with you via your university email and through announcements on iLearn. Queries to convenors can either be placed on the iLearn discussion board or sent to the unit convenor via the contact email on iLearn.

Textbook & Readings

There is no assigned textbook for this unit. Reading materials will be recommended in lectures throughout session.

Unit Schedule

Refer to the unit iLearn page.

Policies and Procedures

Macquarie University policies and procedures are accessible from Policy Central (https://policie s.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/su pport/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.e du.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 connect.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/

Academic Success

Academic Success 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 the Service Connect Portal, 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

This is a new unit offered for the first time in 2025.

We value student feedback to be able to continually improve the way we offer our units. As such we encourage students to provide constructive feedback via student surveys, to the teaching staff directly, or via the FSE Student Experience & Feedback link in the iLearn page.

Changes since First Published

Date	Description
17/02/2025	Updated journal submission to Week 13 SGTA with no late submission. Updated pracs to start in week 2.

Unit information based on version 2025.03 of the Handbook