



COMP2165

Game Studio 1

Session 2, In person-scheduled-intensive, North Ryde 2026

School of Computing

Contents

<u>General Information</u>	2
<u>Learning Outcomes</u>	2
<u>General Assessment Information</u>	3
<u>Assessment Tasks</u>	3
<u>Delivery and Resources</u>	5
<u>Unit Schedule</u>	6
<u>Policies and Procedures</u>	6
<u>Changes from Previous Offering</u>	8
<u>Changes since First Published</u>	8

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General Information

Unit convenor and teaching staff

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Contact via Email

By appointment only

Lecturer

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Credit points

10

Prerequisites

COMP1151 and COMP1170 and COMP1010

Corequisites

Co-badged status

Unit description

This unit takes an intensive studio-based approach to learning in which students complete a variety of game development exercises under the mentorship of an experienced game developer. Students will create a portfolio of game prototypes exploring simple game design problems through the lens of different genres and tools.

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: Identify the key design features involved in different game genres.

ULO2: Solve simple game design problems to convey a variety of player experiences.

ULO3: Use a selection of game development tools to prototype different game genres.

ULO4: Communicate the design and development approaches taken in building a simple game prototype.

General Assessment Information

Assessment Latest Release Dates

- **Game Prototype 1:** 27 July
- **Game Prototype 2:** 27 July
- **Game Prototype 3:** 27 July

Requirements To Pass This Unit

To pass this unit, you must:

- Achieve a total mark equal to or greater than 50

In order to achieve this criteria, it is recommended that students attempt all assessment tasks.

Late Assessment Submission

Late assessments are **not** accepted in this unit unless a [Special Consideration](#) has been submitted and approved.

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	Groupwork/Individual	Short Extension	AI Approach
Game Prototype 1	33%	No	23/08/0006	Individual	Yes	Open
Game Prototype 2	33%	No	20/09/2026	Individual	Yes	Open
Game Prototype 3	34%	No	01/11/2026	Individual	Yes	Open

Game Prototype 1

Assessment Type [1](#): Experiential task

Indicative Time on Task [2](#): 26 hours

Due: **23/08/0006**

Weighting: **33%**

Groupwork/Individual: Individual

Short extension ³: Yes

AI Approach: Open

You will design and develop a game prototype to meet specific genre requirements, and write a report describing the design and development issues faced.

On successful completion you will be able to:

- Identify the key design features involved in different game genres.
- Solve simple game design problems to convey a variety of player experiences.
- Use a selection of game development tools to prototype different game genres.
- Communicate the design and development approaches taken in building a simple game prototype.

Game Prototype 2

Assessment Type ¹: Experiential task

Indicative Time on Task ²: 26 hours

Due: **20/09/2026**

Weighting: **33%**

Groupwork/Individual: Individual

Short extension ³: Yes

AI Approach: Open

You will design and develop a game prototype to meet specific genre requirements, and write a report describing the design and development issues faced.

On successful completion you will be able to:

- Identify the key design features involved in different game genres.
- Solve simple game design problems to convey a variety of player experiences.
- Use a selection of game development tools to prototype different game genres.
- Communicate the design and development approaches taken in building a simple game prototype.

Game Prototype 3

Assessment Type ¹: Experiential task

Indicative Time on Task ²: 26 hours

Due: **01/11/2026**

Weighting: **34%**

Groupwork/Individual: Individual

Short extension ³: Yes

AI Approach: Open

You will design and develop a game prototype to meet specific genre requirements, and write a report describing the design and development issues faced.

On successful completion you will be able to:

- Identify the key design features involved in different game genres.
- Solve simple game design problems to convey a variety of player experiences.
- Use a selection of game development tools to prototype different game genres.
- Communicate the design and development approaches taken in building a simple game prototype.

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
- [Academic Success](#) 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.

³ An automatic short extension is available for some assessments. Apply through the [Service Connect Portal](#).

Delivery and Resources

Week 1 classes

Workshops begin in week 1.

You should register to attend both Workshop_1 (two-hour) and Workshop_2 (three-hour) classes on the same day.

Methods of Communication

Communication is largely through workshops, but please keep an eye on your university email and announcements on iLearn. Queries to teaching staff can be saved for workshops or live lectures, placed on the iLearn discussion board or sent to the unit convenor via the contact email on iLearn.

Software Used

This unit uses a variety of game design and development tools, which are available on lab PCs. The software can also be downloaded and used at home. See the unit iLearn page for details.

Students are expected to work on game prototypes before coming to class. If students are unable to work on assignments on their own devices and require additional access to University

computers, they can request special lab access. See iLearn for details.

Use of Generative AI

The use of Generative AI including LLMs and image generators is permitted in this unit where this use does not undermine the Learning Outcomes of the unit and specific assessment tasks. All use of Generative AI must be appropriately acknowledged, evidenced and referenced.

The particularities and affordances of Generative AI usage will vary between assessments. Please consult the assessment specifications of each task for details. Use of Generative AI that does not adhere to assessment-specific details may result in a breach of Academic Integrity.

For more information on the use of Generative AI in your studies, please see the FSE Gen AI module: https://ishare.mq.edu.au/prod/file/c6b0caa4-23dd-4372-b07d-5a03379fc3e8/1/FSE_Gen_AI-module.zip/content/index.html#/

Unit Schedule

See iLearn.

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](https://policies.mq.edu.au) (<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) (<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) (<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 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.

- [Ask a Study Coach](#)
- [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 <https://students.mq.edu.au/support/technology/service-desk>.

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 the first offering of this unit.

Student feedback is highly valued to help us continually improve the way we offer our units, and has resulted in significant changes to our units over the years. 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
14/07/2026	Fixed information to details in previous offering, since this is the first offering of the unit.

Unit information based on version 2026.03 of the [Handbook](#)