

COMM 2019 INTERACTIVE DESIGN: GAMES

Credit Points 10

Legacy Code 102272

Coordinator Sarah Waterson ([https://directory.westernsydney.edu.au/search/name/Sarah Waterson/](https://directory.westernsydney.edu.au/search/name/Sarah%20Waterson/))

Description This unit focuses on game design from an interactive design perspective. Approaches utilising current digital technologies for advanced interactive design are explored. Students will design and produce simple games for mobile and/or desktop delivery. The focus of the unit is about the communication and experience design, rather than technical implementation. Interactive game design examples are examined from the context of shifting production languages, convergent technologies and the design professional contexts. This unit includes game development concepts, platforms, goals and genres, player elements, simple story and character development, gameplay, levels, interface, and the game development process. Students will play games, analyse them, and complete a game design with appropriate documentation.

School Humanities & Comm Arts

Discipline Communication and Media Studies, Not Elsewhere Classified.

Student Contribution Band HECS Band 4 10cp

Check your HECS Band contribution amount via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Undergraduate Level 2 subject

Equivalent Subjects COMM 2018 - Interactive Design II

Assumed Knowledge

Computer literacy including working in a networked environment on a Macintosh computer; management, transportation and storage of digital information and digital production processes such as scanning, pdf production and file storage. Skills in design principles: layout, colour and typography. Literacy with image manipulation software - e.g. Photoshop.

Learning Outcomes

On successful completion of this subject, students should be able to:

1. Demonstrate an understanding of significant aspects of interactive design practice by producing a design document for an interactive game.
2. Define and implement strategies and research methodologies for producing interactive games within the project work.
3. Apply an appropriate balance of design, testing, critical reflection and refinement of strategy for interactive design through the production of a simple game.
4. Critique and evaluate game design to promote effective communication, interactivity, and user experiences through the precedent appraisals within the design document, and the final presentation.
5. Identify and control relevant media and techniques (including digital technologies and other media and technologies relevant to

the documentation of objectives, user needs and strategy) to the production of an interactive screen-based game.

Subject Content

- interaction design approaches and processes for simple games: planning, user- testing, evaluation, and Revision
- Game genres, goals and player elements
- Basic Gameplay, including: Rules of play, Game theory and challenges
- Basic character and story design for games
- Game development processes
- production processes for designing, developing and delivering interactive media
- interface, level and navigational design for games
- Lynda.com tutorials as appropriate

Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Item	Length	Percent	Threshold	Individual/ Group Task
Portfolio	1,200 words and design work	20	N	Individual
Proposal	1,500 words and design work	30	N	Individual
Applied Project	900 word report and design work; 5 minute presentation	50	N	Individual

Teaching Periods

Autumn

Parramatta - Victoria Rd

Day

Subject Contact Sarah Waterson ([https://directory.westernsydney.edu.au/search/name/Sarah Waterson/](https://directory.westernsydney.edu.au/search/name/Sarah%20Waterson/))

View timetable (https://classregistration.westernsydney.edu.au/even/timetable/?subject_code=COMM2019_22-AUT_PS_D#subjects)