COMP 2011 GAMES TECHNOLOGY

Credit Points 10

Legacy Code 300491

Coordinator Sharon Griffith (https://directory.westernsydney.edu.au/search/name/Sharon Griffith/)

Description This unit provides an introduction to the game industry as well as introducing students to the techniques of game design and construction. Students will be exposed to the history of game development and the key aspects of different genres of computer games.

School Computer, Data & Math Sciences

Discipline Artificial Intelligence

Student Contribution Band HECS Band 2 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 LGYA 5804 - Client Server Applications

Assumed Knowledge

A basic understanding of the principles of programming equivalent to Programming Principles 1.

Learning Outcomes

On successful completion of this subject, students should be able to:
1. Describe the role of games in individual psychological and social development.
2. Identify the role of games in society.
3. Analyze the basic concepts of game design.
4. List the elements of computer game software
5. Classify the basic concepts of the software development process
6. Summarize the history of computer games and the various game genres.
7. Discuss the structure of the computer game industry.
8. Demonstrate the preparation and presentation of game design documents

Subject Content

- fundamentals: introduction to physiology, Psychology and sociology of play, games and computer games.
- Game design: interaction, dramatic elements, Rules and interface design Rules
- Game genres: action, strategy, role-playing, Sports, vehicle and construction & management Simulations, Adventure, Artificial life, Puzzle and online gaming
- Game Technology: elements of computer games, graphics, sounds, animation, Artificial Intelligence, physics and networking
- Game development: structure of The Game industry, software development process, testing & release

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
Case Study	2,000 words	20	N	Individual
Report	3,000 words	30	N	Individual
Essay	2 hours	20	N	Individual
Final Exam	2 hours	30	Y	Individual

Prescribed Texts

- Adams, Ernest. (2010). Fundamentals of game design. Berkeley, CA: New Riders.

Teaching Periods

Autumn

Campbelltown
Day
Subject Contact Sharon Griffith (https://directory.westernsydney.edu.au/search/name/Sharon Griffith/)

View timetable (https://classregistration.westernsydney.edu.au/even/timetable/?subject_code=COMP2011_22-AUT_CA_D#subjects)

Parramatta - Victoria Rd
Day
Subject Contact Sharon Griffith (https://directory.westernsydney.edu.au/search/name/Sharon Griffith/)

View timetable (https://classregistration.westernsydney.edu.au/even/timetable/?subject_code=COMP2011_22-AUT_PS_D#subjects)