# COMM 2019 INTERACTIVE DESIGN: GAMES

**Credit Points** 10

**Legacy Code** 102272

**Coordinator** Sarah Waterson (https://directory.westernsydney.edu.au/search/name/Sarah Waterson/)

**Description** This subject 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 subject 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 subject 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 fees via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

**Level** Undergraduate Level 2 subject

**Equivalent Subjects** COMM 2018 - Interactive Design ll

**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.

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

Teaching Periods

## Autumn (2025)
### Parramatta - Victoria Rd
**On-site**
**Subject Contact** Sarah Waterson (https://directory.westernsydney.edu.au/search/name/Sarah Waterson/)

View timetable (https://classregistration.westernsydney.edu.au/odd/timetable/?subject_code=COMM2019_25-AUT_PS_1#subjects)