
SCSSE

**School of Computer Science and Software Engineering
Faculty of Informatics**

CSCI346 Game Development Subject Outline Autumn Session 2009

Head of School –Professor John Fulcher, Student Resource Centre, Tel: (02) 4221 3606

GENERAL INFORMATION

Subject Coordinator

Telephone Number: 02 4221 5001
Email: caseyc@uow.edu.au
Location: 3.207

Dr Casey Chow

Dr Chow's consultation times during session:

Day	Time
Tuesday	13:30 – 15:30
Wednesday	12:30 – 14:30

Lecturer

Telephone Number: 4221 4825
Email: igor@uow.edu.au
Location: 3.1108

Dr Igor Kharitonenko

Dr Kharitonenko's consultation times during session:

Day	Time
Tuesday	11:30-13:30
Wednesdayx	12:30-14:30

Subject Organisation

Session: Autumn Session, Wollongong Campus
Credit Points: 6 credit points
Contact hours per week: 3 hours lectures, 2 hours Computer lab
Lecture Times & Location: 10:30-12:30, Wednesday, 3.121
8:30-9:30, Friday 3.121
Tutorial Day, Time and Location can be found at: <http://www.uow.edu.au/student/timetables/index.html>

Students should check the subject's web site regularly as important information, including details of unavoidable changes in assessment requirements will be posted from time to time via e-Learning space <http://www.uow.edu.au/student/lol>. Any information posted to the web site is deemed to have been notified to all students.

Subject Description

Subject introduces the game development and production lifecycle. Students are exposed to the different game genre and how they affect game play. The design and development of different game plays are introduced. The subject allows students to explore the appreciation and critical review of modern games. There is a hands-on aspect of the subject where students design and develop games of

different genres using appropriate game development framework.

Objectives

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

1. Identify key aspects of the game development and production lifecycle.
2. Describe and develop simple game plays for different game genre.
3. Develop simple games using appropriate game development framework..
4. Analyse and critically review modern games.

Graduate Qualities

This subject will contribute to the following graduate qualities:

- Informed
- Problem solvers
- Team work
- Innovation Design

Further information can be found at

<http://www.uow.edu.au/informatics/scsse/current/SubjectInformation/UOW049401>.

Attendance Requirements:

It is the responsibility of students to attend all lectures/tutorials/labs/seminars/ practical work for subjects for which you are enrolled. It should be noted that the amount of time spent on each 6 credit point subject should be at least 12 hours per week, which includes lectures/tutorials/labs etc.

Satisfactory attendance is deemed by the University, to be attendance at approximately 80%* of the allocated contact hours.

Attendance rolls will be kept for lectures, tutorials and laboratories (include only the ones you need). If you are present for less than 80%* and would have otherwise passed you need to apply for student academic consideration, otherwise a TF (technical fail) grade will be recorded.

Students MUST attend their **allocated** tutorial unless they have the written permission of the subject coordinator.

Method of Presentation:

In order to maximize learning outcomes, it is strongly recommended that students attend all lectures.

Lecture Schedule:

A proposed Lecture schedule for the subject is as follows:

Week	Topic	Notes
1	Introduction	No Lab
2 – 5	Development lifecycle, game documentation, gameplay	Lab Assessment 1 (Week 5)
6 – 10	Game genres, design principles, level & interface design, storytelling & characters	Assignment 1 (Week 6) Lab Assessment 2 (Week 8) Assignment 2: Part 1 (Week 10)
11 – 13	The game industry, ethics & the future of gaming, revision	Lab Assessment 3 (Week 11) Assignment 2: Parts 2 & 3 (Week 13)

Changes to the above schedule will be posted via e-Learning space <http://www.uow.edu.au/student/lo1>. Any information posted to the web site is deemed to have been notified to all students.

Subject Materials:

Any readings/references are recommended only and are not intended to be an exhaustive list. Students are encouraged to use the library catalogue and databases to locate additional readings

Textbook(s):

- Jeannie Novak, Game Development Essentials, 2nd Edition, Thomson

Other Resources:

- Mike Duggan, The Official Guide to 3D GameStudio, Thomson
- Bob Bates, Game Design, 2nd Edition, Thomson
- Ernest Adams and Andrew Rollings, Game Design and Development: Fundamentals of Game Design, Pearson/Prentice Hall
- Michael Moore, Game Design and Development: Introduction to the Game Industry, Pearson/Prentice Hall

Assessment:

This subject has the following assessment components.

ASSESSMENT ITEMS & FORMAT	% OF FINAL MARK	GROUP/ INDIVIDUAL	DUE DATE
Lab Assessments	3@5% (15%)	Individual	Weeks 5, 8, 11
Assignment 1: Game Review	5%	Individual	Week 6
Assignment 2: Part 1 Game Design Documentation	10%	Group	Week 10
Assignment 2: Part 2 Presentation & Demonstration	10%	Group	Week 13
Assignment 2: Part 3 Completed Game Demo	30%	Group	Week 13
Final Examination	30%	Individual	Exam week

Notes on Assessment:

All assignments are expected to be completed independently. Plagiarism may result in a FAIL grade being recorded for that assignment.

Electronic Submission of Assessment Items:

Unless otherwise notified by the subject coordinator, all written assignments must be submitted electronically.

Other Procedures for the submission of assessment items:

In addition to electronic submission students are required to submit assignments in hard copy to their tutor.

To be eligible for a Pass in this subject a student must achieve a mark of at least 40% in the final exam. Students who fail to achieve this minimum mark & would have otherwise passed will be given a TF (Technical Fail) for this subject.

Procedures for the return of assessment items:

All assignments will be returned within 2 weeks of their submission.

Penalties for late submission of assessment items:

Penalties apply to all late work, except if student academic consideration has been granted. Late submissions will attract a penalty of 25% of the assessment mark.

This amount is per day including weekends.

Work more than four days late will be awarded a mark of zero.

Tutorial/Lab Closure Policy

If for any reason, the number of students in a tutorial or lab falls below a sustainable enrolment level, as determined by the Head of School, tutorials/labs offered for that subject may be collapsed or deleted.

You will have to attend the new tutorials/lab if this closure affects the one you are attending.

We will endeavour to make this decision no later than Week 4 of session.

Supplementary Exams

Supplementary Exams will be dealt with in accordance with student academic consideration policy (<http://www.uow.edu.au/handbook/courserules/specialconsideration.html>) 6.2 Timing of Supplementary Exams.

While the School normally grants supplementary exams when the student does not sit the standard exam for an acceptable reason, each case will be assessed on its own merit and there is no guarantee a supplementary exam will be granted. If a supplementary exam is granted, you will normally be notified via SOLS Mail the time and date of this supplementary exam. You must follow the instructions given in the email message.

Please note that if this is your last session and you are granted a supplementary exam, be aware that your results will not be processed in time to meet the graduation deadline.

Student Academic Consideration Policy

The School recognises that it has a responsibility to ensure equity and consistency across its subjects for all students. Sometimes, in exceptional circumstances, students need to apply for student academic consideration in order to complete all assessable work.

The University applies strict criteria to the granting of student academic consideration. Before applying for student academic consideration, students should carefully read the University's policy which can be found at: <http://www.uow.edu.au/about/policy/studentacademicconsiderationpolicy.pdf>.

Plagiarism

When you submit an assessment task, you are declaring the following

1. It is your own work and you did not collaborate with or copy from others.
2. You have read and understand your responsibilities under the University of Wollongong's policy on plagiarism.
3. You have not plagiarised from published work (including the internet). Where you have used the work from others, you have referenced it in the text and provided a reference list at the end of the assignment.

Students must remember that:

Plagiarism will not be tolerated.

Students are responsible for submitting original work for assessment, without plagiarising or cheating, abiding by the University's policies on Plagiarism as set out in the University Handbook under University Policy Directory and in Faculty handbooks and subject guides. Plagiarism has led to the expulsion from the University.

Student Academic Grievance Policy

The School aims to provide a fair, equitable and productive learning environment for all its students. The Student Academic Grievance Policy seeks to support the achievement of this goal by providing a transparent and consistent process for resolving student academic grievances.

Any student who has a grievance over a result should obtain a Faculty of Informatics Appeal Against Decision or Action Affecting Academic Experience form from the Informatics Student Enquiry Centre. (<http://www.uow.edu.au/content/groups/public/@web/@inf/@faculty/documents/doc/uow017433.pdf>) The student should firstly take the form to the marker/lecturer to discuss the matter and, if the student is still not satisfied, s/he should take the next step as outlined on the form.

Once the grievance has been considered by the Faculty, if the student still feels the situation has not been fully resolved s/he may consult the Dean of Students. However, the Dean of Students can have no input into the academic judgment of the lecturer and can only review the grievance to ensure proper procedure has been followed.

Relevant University Policies, procedures and students services:

For more information students must refer to the Faculty handbook, online references or consult the UOW policy in full at <http://www.uow.edu.au/handbook/courserules/studacgrievpol.html> which contains a range of policies on educational issues and student matters.

This outline should be read in conjunction with the following documents:

Code of Practice - Teaching and Assessment http://www.uow.edu.au/handbook/codesofprac/teaching_code.html	Code of Practice - Students http://www.uow.edu.au/handbook/codesofprac/cop_students.html
Code of Practice-Honours http://www.uow.edu.au/handbook/honourscode.html	Acknowledgement Practice Plagiarism will not be tolerated: http://www.uow.edu.au/handbook/courserules/plagiarism.html
Key Dates http://www.uow.edu.au/student/dates.html	Student academic consideration Policy: http://www.uow.edu.au/handbook/courserules/specialconsideration.html
Course Progress Policy: http://www.uow.edu.au/student/mrp/index.html	Graduate Qualities Policy: http://www.uow.edu.au/about/teaching/qualities/index.html#_The new UOW
Academic Grievance Policy (Coursework and honours students) http://www.uow.edu.au/handbook/courserules/studacgrievpol.html	Non-Discriminatory Language Practice and Presentation http://staff.uow.edu.au/eed/nondiscrimlanguage.html
Occupational Health and Safety http://www.uow.edu.au/about/policy/ohs.html	Intellectual Property Policy http://www.uow.edu.au/handbook/generalcourserules/UOW028651.html
Human Research Ethics: http://www.uow.edu.au/research/rso/ethics/human/	Rules for student conduct and discipline: http://www.uow.edu.au/handbook/generalrules/student_discipline_rules.html
Information Literacies Introduction Program http://www.uow.edu.au/student/attributes/ilip/	Informatics Faculty Librarian, Ms Annette Meldrum, phone: 4221 4637, email: ameldrum@uow.edu.au
Student Support Services: http://www.uow.edu.au/student/services/ Informatics Faculty SEDLO (Student Equity and Diversity Liaison Officers) Virginie Schmelitschek, phone 4221 3833, virginie@uow.edu.au	SCSSE Internet Access & Student Resource Centre http://www.uow.edu.au/informatics/common/uow024466.html
SCSSE Computer Usage Rules http://www.uow.edu.au/informatics/common/uow024457.html	SCSSE Subject Outlines http://www.uow.edu.au/informatics/scsse/current/UOW041847.htm