School of Humanities Creative Industries SocialSci

DESN2600: Designing for Game Play
Newcastle City Precinct
Semester 2 - 2023

The School of Humanities, Creative Industries and Social Sciences is committed to providing an inclusive environment in which all cultures are accorded respect and all students and staff are expected to act with honesty, fairness, trustworthiness and accountability in dealings with others. The School recognises and respects the unique histories and cultures of Aboriginal and Torres Strait Islander peoples, their unbroken relationship with the lands and the waters of Australia over millennia, and the validity of Aboriginal ways of knowing. We are dedicated to reconciliation and to offering opportunities for Aboriginal and Torres Strait Islander peoples to access and succeed in higher education.

OVERVIEW

Course Description   This course introduces students to the process of conceptualising game aesthetics, for the designing and prototyping of gameplay across a variety of game types. It covers game history and ludology and identifies the main elements of gameplay and games narratives used to make compelling games through projects.

Student projects may involve work integrated or research integrated learning opportunities; projects that involve external stakeholders; group/collaborative projects; speculative or more theoretically oriented projects; professionally oriented projects; projects based on competition or award briefs.

Contact Hours   **Newcastle City Precinct**
Lecture
Face to Face On Campus
1 hour(s) per Week for 6 Weeks starting Week 1
Weeks 1-4 and 7-8
Tutorial
Face to Face On Campus
2 hour(s) per Week for 9 Weeks starting Week 2
Weeks 2-6 and Weeks 9-12

Unit Weighting   10
Workload   Students are required to spend on average 120-140 hours of effort (contact and non-contact) including assessments per 10 unit course.

CONTACTS

Course Coordinator **Newcastle City Precinct**
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Consultation:

Teaching Staff Other teaching staff will be advised on the course Canvas site.

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SYLLABUS

Course Content
- History and ludology of games
- Developing game aesthetics and thematics
- Paper prototyping and game play
- Game types, game narratives and gameplay elements.
- 2D animation for interactive projects and websites

Course Learning Outcomes **On successful completion of this course, students will be able to:**
1. Communicate an understanding of game types, gameplay history and culture

2. Develop a game theme and game aesthetics

3. Design a game or animated interface using gameplay elements

4. Create simple animations that facilitate interaction

5. Create game assets

Course Materials **Other Resources:**
- See Canvas for list of Lecture Materials required including multi-media resources, recommended and/or required reading and text.

COMPULSORY REQUIREMENTS

In order to pass this course, each student must complete ALL of the following compulsory requirements:

Contact Hour Requirements:
- -

Course Assessment Requirements:
- Assessment 1 - Presentation: Attempt / Submission Requirement - Students must attempt/submit this assessment item to pass the course.

Pre-Placement Requirements:
- -

SCHEDULE

Week	Week Begins	Topic	Learning Activity	Assessment Due
1	17 Jul	Introduction, Assessment and Technical Brief		
2	24 Jul		Game level design and prototyping using game engines	
3	31 Jul		Visual programming and basic level design	
4	7 Aug	Scratch-building level design		Assessment 1: Due 14 Aug 2023 (midnight)
5	14 Aug		Concept development, storytelling and interactions	
6	21 Aug		Character customisation and workflow, managing assets	
7	28 Aug	Interaction design for extended reality (AR/VR)		
8	4 Sep	Advanced prototyping and hyper-realistic content creation		Assessment 2: Due 11 Sep 2023 (midnight)
9	11 Sep		A2: Presentations and Demo	
10	18 Sep		Work with advanced game assets and tools	
Mid Term Break				
Mid Term Break				
11	9 Oct		Extended Reality and Advanced Techniques	
12	16 Oct		Game play development, approaches, and opportunities	Assessment 3: Due 23 Oct 2023 (midnight)
13	23 Oct		Project Optimisation and Supported Class time to work on A3 assessment	
Examination Period				
Examination Period				

ASSESSMENTS

This course has 3 assessments. Each assessment is described in more detail in the sections below.

	Assessment Name	Due Date	Involvement	Weighting	Learning Outcomes
1	Presentation 20%*	Check the schedule to see the due date.	Individual	20%	1, 2, 3
2	Project 1 30%	Check the schedule to see the due date.	Individual	30%	3, 4
3	Project 1 50%	Check the schedule to see the due date.	Pair	50%	4, 5

* This assessment has a compulsory requirement.

Late Submissions The mark for an assessment item submitted after the designated time on the due date, without an approved extension of time, will be reduced by 10% of the possible maximum mark for that assessment item for each day or part day that the assessment item is late. Note: this applies equally to week and weekend days.

Assessment 1 - Presentation 20%

Assessment Type Presentation
Purpose Understand the complexity of game design and choose a case study.
Description Generate a mind map with the universe of games you know, separated by your understanding of genre distribution (genres can overlap), choose one to describe it and experiment as a case study. Analyze the chosen game - description of the project's involvement and position in the possible genre universe. Choose a digital game title like those available on Steam, Epic Games, Uplay and Origin. Ensure you experience the game on a computer or via a target device/console.
Weighting 20%
Compulsory Requirements Attempt / Submission Requirement - Students must attempt/submit this assessment item to pass the course..
Due Date Check the schedule to see the due date.
Length The mind map must contain between 10-15 nodes. Each node must have the game title, a short description (one sentence), platforms where it is available and genre indication. Present your chosen game on one page with a game title, a long description (250 words), one representative image, and a justification of choice. The final file containing the map and study case should be a unique PDF to be uploaded in Canvas.
Submission Method In Class
Online
Assessment Criteria Please see Canvas for assessment rubric
Return Method Not Returned
Online
Feedback Provided Online - .
Opportunity to Reattempt Students WILL be given the opportunity to reattempt this assessment.
Students who do not pass this assessment will be given the opportunity for a reattempt.

Assessment 2 - Project 1 30%

Assessment Type Project
Purpose Produce a document to create the base of design planning and execution.
Description As you plan to develop your gameplay project, your will create a Game Design Documentation (GDD) based on some common criteria introduced to you in the lecture, and your GDD should also capture any work-in-progress thematic game play elements of your project.
Weighting 30%
Due Date Check the schedule to see the due date.
Length The GDD is a document that should contain the following parts. An overview pages. A setting page describing locations, story and characters of the game. A description of

mechanics and gameplay within one page. The level design page describes the game's levels and, finally, an assets page with graphics and sound design to work in the game.

Submission Method	In Class Online
Assessment Criteria	Please see Canvas for assessment rubric
Return Method	Not Returned Online
Feedback Provided	Online - .

Assessment 3 - Project 1 50%

Assessment Type	Project
Purpose	Code and produce a functional prototype.
Description	You will develop a gameplay prototype (as the main creative component of the project) using a game engine based on the Game Development Documentation (GDD) you previously created.
Weighting	50%
Due Date	Check the schedule to see the due date.
Length	The executable file and the data folder of the game (one level only).
Submission Method	In Class Online
Assessment Criteria	Please see Canvas for assessment rubric
Return Method	Not Returned Online
Feedback Provided	Online - .

ADDITIONAL INFORMATION

Grading Scheme

This course is graded as follows:

Range of Marks	Grade	Description
85-100	High Distinction (HD)	Outstanding standard indicating comprehensive knowledge and understanding of the relevant materials; demonstration of an outstanding level of academic achievement; mastery of skills*; and achievement of all assessment objectives.
75-84	Distinction (D)	Excellent standard indicating a very high level of knowledge and understanding of the relevant materials; demonstration of a very high level of academic ability; sound development of skills*; and achievement of all assessment objectives.
65-74	Credit (C)	Good standard indicating a high level of knowledge and understanding of the relevant materials; demonstration of a high level of academic achievement; reasonable development of skills*; and achievement of all learning outcomes.
50-64	Pass (P)	Satisfactory standard indicating an adequate knowledge and understanding of the relevant materials; demonstration of an adequate level of academic achievement; satisfactory development of skills*; and achievement of all learning outcomes.
0-49	Fail (FF)	Failure to satisfactorily achieve learning outcomes. If all compulsory course components are not completed the mark will be zero. A fail grade may also be awarded following disciplinary action.

*Skills are those identified for the purposes of assessment task(s).

Attendance   Attendance/participation will be recorded in the following components:

- Tutorial (Method of recording:)

WH&S Requirements	Due to COVID-19 safety restrictions, it is the student's responsibility to sanitise their work/computer space prior to any face to face lessons in this course. They must be mindful of current social distancing rules during their face to face lessons.
Communication Methods	Communication methods used in this course include: - Canvas Course Site: Students will receive communications via the posting of content or announcements on the Canvas course site. - Email: Students will receive communications via their student email account. - Face to Face: Communication will be provided via face to face meetings or supervision.
Course Evaluation	Each year feedback is sought from students and other stakeholders about the courses offered in the University for the purposes of identifying areas of excellence and potential improvement. As part of the evaluation process of any assessment item in this course an oral examination may be conducted. The purpose of the oral examination is to verify the authorship of the material submitted in response to the assessment task. The oral examination will be conducted in accordance with the principles set out in the Oral Examination Guidelines. In cases where the oral examination reveals the assessment item may not be the student's own work the case will be dealt with under the Student Conduct Rule.
Oral Interviews (Vivas)	As part of the evaluation process of any assessment item in this course an oral examination (viva) may be conducted. The purpose of the oral examination is to verify the authorship of the material submitted in response to the assessment task. The oral examination will be conducted in accordance with the principles set out in the Oral Examination (viva) Procedure. In cases where the oral examination reveals the assessment item may not be the student's own work the case will be dealt with under the Student Conduct Rule.
Academic Misconduct	All students are required to meet the academic integrity standards of the University. These standards reinforce the importance of integrity and honesty in an academic environment. Academic Integrity policies apply to all students of the University in all modes of study and in all locations. For the Student Academic Integrity Policy, refer to https://policies.newcastle.edu.au/document/view-current.php?id=35.
Adverse Circumstances	The University acknowledges the right of students to seek consideration for the impact of allowable adverse circumstances that may affect their performance in assessment item(s). Applications for special consideration due to adverse circumstances will be made using the online Adverse Circumstances system where: 1. the assessment item is a major assessment item; or 2. the assessment item is a minor assessment item and the Course Co-ordinator has specified in the Course Outline that students may apply the online Adverse Circumstances system; 3. you are requesting a change of placement; or 4. the course has a compulsory attendance requirement. Before applying you must refer to the Adverse Circumstance Affecting Assessment Items Procedure available at: https://policies.newcastle.edu.au/document/view-current.php?id=236
Important Policy Information	The Help button in the Canvas Navigation menu contains helpful information for using the Learning Management System. Students should familiarise themselves with the policies and procedures at https://www.newcastle.edu.au/current-students/no-room-for/policies-and-procedures that support a safe and respectful environment at the University.

This course outline was approved by the Head of School. No alteration of this course outline is permitted without Head of School approval. If a change is approved, students will be notified and an amended course outline will be provided in the same manner as the original.