



Teaching Plan

FAKULTI TEKNOLOGI MAKLUMAT DAN KOMUNIKASI
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

GAMEPLAY

BITE 2633

SEMESTER 2

SESSION 2014/2015

BITE 2633 GAMEPLAY (3, 2, 1) Type of course: P

1.0 LEARNING OUTCOMES

Upon completion of this course the student will able to:

1. Show understanding and explaining the concepts of game theory in solving computer problems (C3, A3, CTPS)
2. Reproduce computer game design skills to apply basic design according to industry specifications (P3).
3. Describe issues related to computer games according to various sources of information (C2, LL).

2.0 SYNOPSIS

This course is designed to provide fundamental level and basic requirement aspects of game design and gameplay. Topics include basic understanding of casual gaming, game mechanic, and gameplay type such as matching, sorting, seeking, managing, hitting, chaining, constructing, bouncing, tossing, rolling, stacking and socializing. Other topics include such as game reward and ranking in game. Current issues related to the latest trends and trend game players and platforms were also discussed at the end of the course.

3.0 PRE-REQUISITE

None

4.0 PRACTICAL

Hands-on practice is to equip the students with a broad range of skills required for designing game using game editor. These skills enable them to design, build and extend their game creating and use it for designing a variety of games. The group project concentrates on game engine development using OpenGL and Unity3D.

5.0 REFERENCES

1. G G. Trefry (2010), Casual Game Design: Designing Play for the Gamer in ALL of US, Morgan Kaufmann.
2. K. Oxland. (2004), Gameplay and Design, Addison-Wesley.
3. K. Salen, E. Zimmerman. (2004), Rule of Play: Game Design Fundamental, MIT Press.ame Development with Unity”, Cengage Learning PTR, ISBN 978-1435456587.

6.0 IMPLEMENTATION METHOD

- i) Lecture
 - 2 hours per week for 14 weeks (Total = 28 hours)
- ii) Practical
 - 2 hours per week for 14 weeks (Total = 28 hours)

7.0 COURSE EVALUATION

8.0 Assessment Method	LO1	LO2	LO3	Scheme, Rubric/guideline
Quiz (2) = 5%	Q1(3%)	Q2(2%)		
Project 1 = 10%		P1(5%)	P1(5%)	
Lab Assessment = 10%		(5%)	(5%)	
Project 2 = 10%			P2(10%)	
Presentation (1)= 5%	5%			
Lab Test (2) = 20%		LT1(10%)	LT2(10%)	
Mid Term (1) = 10%	(5%)	(5%)		
Final (1) = 30%	(18%)	(12%)		
Total	31%	39%	30%	

8.0 STUDENT LEARNING TIME (SLT)

LEARNING ACTIVITIES	STUDENT LEARNING TIME (BITE 2633)											
	GUIDED LEARNING TIME						INDEPENDENT LEARNING TIME					
	OFFICIAL CONTACT HOURS	FREQ	TOTAL	GUIDED LEARNING HOURS	FREQ	TOTAL	SELF STUDY HOURS	FREQ	TOTAL	ASSESSMENT TIME	FREQ	TOTAL
Lecture	2	14	28	-	-	-	2	14	28	-	-	-
Laboratory + Report	2	14	28	-	-	-	1	14	14	-	-	-
Tutorial	0	0	0	-	-	-	0	0	0	-	-	-
Quiz	-	-	-	-	-	-	0.5	2	1	0.25	2	0.5
Theoretical Test (Midterm)	-	-	-	-	-	-	2	1	2	1	1	1
Lab Test	-	-	-	-	-	-	2	1	2	1	1	1
Discussion	-	-	-	-	-	-	-	-	-	-	-	-
Mini Project - Group	-	-	-	-	-	-	4	1	4	-	-	-
Mini Project - Individual	-	-	-	-	-	-	4	0	0	-	-	-
Assignment - Group	-	-	-	-	-	-	2	1	2	-	-	-
Assignment - Individual	-	-	-	-	-	-	2	1	2	-	-	-
Presentation - Group	-	-	-	-	-	-	1	1	1	0.5	1	0.5
Presentation - Individual	-	-	-	-	-	-	1	1	1	0.5	1	0.5
Final	-	-	-	-	-	-	8	1	8	2	1	2
TOTAL	56			0			65			5.5		
GRAND TOTAL	126.5											
TOTAL CREDIT	3.1625											

9.0 DETAILED SYLLABUS AND TEACHING PLAN

Week	Session	Contents	References	Delivery Method
1,2	Lecture 1 Lab Introduction	<p>Chapter 1: What is Casual Gaming</p> <ul style="list-style-type: none"> • It started in Solitude • Bedazzled • The Next Swing in Casual Gaming • Casual Queens versus Genre Kings • Why Now? • Summary <p>Chapter 2: The Game Mechanic at Work</p> <ul style="list-style-type: none"> • The Role of the Game Designer • The Responsibilities of the Game Designer • Becoming a Game Designer • Summary <p>Lab Practical</p> <ul style="list-style-type: none"> - Learning OpenGL - Learning Unity3D 	G G. Trefry [1] K. Oxland [2]	Quiz 1 (Chapter 1&2)
3,4	Lecture 2 Lab 1	<p>Chapter 3: Play is the Thing</p> <ul style="list-style-type: none"> • The Liminal Moment • The Rush to Complexity • The Push toward Simplicity • Patterns of Play • Tapping Play for Games • Defining Games • Summary <p>Chapter 4: Matching</p> <ul style="list-style-type: none"> • Bejeweled • LEGO Fever and Luxor • Snood • Summary <p>Lab Practical</p> <ul style="list-style-type: none"> - Develop simple Matching Game 	G G. Trefry [1] K. Oxland [2]	Quiz 2 (Chapter 3)

5,6	Lecture 3 Lab 2,3	Chapter 5: Sorting <ul style="list-style-type: none"> • Klondike Solitaire vs Spider Solitaire • Drop 7 • Wurdle vs Bookworm • Jojo's Fashion Show • Summary Chapter 6: Seeking <ul style="list-style-type: none"> • Mystery Case Files • Azada • Summary Lab Practical Develop simple Sorting Game Develop simple Seeking Game	G G. Trefry [1] K. Oxland [2]	Midterm Test (Chapter 1 – 4/5)
7	Lecture 4 Lab 4	Chapter 7: Managing <ul style="list-style-type: none"> • Dinner Dash • Cake Mania • Managing Attention • Summary Lab Practical Develop simple Managing Game	G G. Trefry [1] K. Oxland [2]	Lab Test 1 (Chapter 4 – 6) Project/Assignment 1 Given
8	MID SEMESTER BREAK (1 WEEK)			
9,10	Lecture 4 Lab 5,6	Chapter 8: Hitting <ul style="list-style-type: none"> • Natural Feedback • Scaling with Skill • Whac-A-Mole • Wii Tennis • Summary Chapter 9: Chaining <ul style="list-style-type: none"> • Dinner Dash • Summary Practical Develop simple Hitting Game Develop simple Chaining Game	G G. Trefry [1] K. Oxland [2]	

11, 12	Lecture 5 Lab 7,8	<p>Chapter 9: Constructing</p> <ul style="list-style-type: none"> • Tetris and Crayon Physics • Creative Construction • Summary <p>Chapter 10: Bouncing, Tossing, Rolling and Stacking</p> <ul style="list-style-type: none"> • Bow Man 2 • Paper Toss • Jenga • World Of Goo • Peggle • Summary <p>Practical</p> <ul style="list-style-type: none"> - Develop simple Constructing Game - Develop simple bouncing, tossing, rolling or stacking game. 	G G. Trefry [1] K. Oxland [2]	Submission/Presentation of Project 1 Project/Assignment 2 Given
13,14	Lecture 6 Lab 9	<p>Chapter 11: Socializing in Game</p> <ul style="list-style-type: none"> • Apples to Apples • Rock Bank • What to Wear • Summary <p>Practical</p> <ul style="list-style-type: none"> - Develop simple socializing game 	G G. Trefry [1] K. Oxland [2]	Lab Test 2 (Chapter 7 – 10)
15	Lecture 7	<p>Chapter 12: Current and Future Gameplay Trends</p> <ul style="list-style-type: none"> • Ranking system • Award system • Impact on Individual and Societies • Summary <p>Group Presentation Group Presentation for Project 1</p> <p>Group Presentation Group Presentation for Project 2</p>	G G. Trefry [1] K. Oxland [2]	Project 2 Submission/Presentation
16		REVISION WEEK		
17,18		FINAL EXAM		

GAME PLAY (BITE 3633)

Matriks LO Kursus Lawan PO Fakulti & Taksonomi

		Matriks LO Kursus Lawan PO Fakulti									Matriks LO Kursus Lawan Tahap Taksonomi																	
		PO Fakulti (Pembangunan Permainan Komputer)									Kognitif (K)						Psikomotor (P)							Afektif (A)				
Bil	LO Kursus	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	1	2	3	4	5	6	7	1	2	3	4	5
1	Menunjukkan kefahaman dan menerangkan konsep-konsep teori permainan komputer dalam penyelesaian masalah (C3, A3, CTPS)	x		x			x				x	x	x											x	x	X		
2	Menghasilkan semula rekaan permainan komputer dengan mengaplikasikan kemahiran asas rekabentuk mengikut mengikut spesifikasi industri (P3).	x	x	x		x											x	x	X									
3	Menjelaskan isu-isu berkaitan permainan komputer berpandukan pelbagai sumber maklumat (C2, LL).	x								x	x	x																
Subjek: Game Play		x	x	x		x	x			x	x	x	x				x	x	X					x	x	x		

Matriks LO Lawan Kemahiran Insaniah (LO & KI)

Bil	LO Kursus	LL			CS								CTPS							ES				TS					EM			LS									
		1	2	3	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	1	2	3	4	1	2	3	4	5	1	2	3	1	2	3	4						
1	Menunjukkan kefahaman dan menerangkan konsep-konsep teori permainan komputer dalam penyelesaian masalah (C3, A3, CTPS)												x	x	x																										
2	Menghasilkan semula rekaan permainan komputer dengan mengaplikasikan kemahiran asas rekabentuk mengikut mengikut spesifikasi industri (P3).																																								
3	Menjelaskan isu-isu berkaitan permainan komputer berpandukan pelbagai sumber maklumat (C2, LL).	x	x	x																																					
	Subjek: Game Play	x	x	x									x	x	x																										

PENGESAHAN PERANCANGAN MENGAJAR

Disediakan oleh ;

Disahkan oleh ;

.....
Nama : HAMZAH ASYRANI SULAIMAN
Jawatan : PENSYARAH
Cop :

.....
Dekan/TimbalanDekan(Akademik)/KetuaJabatan
Cop :

Tarikh : _____

Tarikh : _____

**PEMANTAUAN PELAKSANAAN PERANCANGAN MENGAJAR
(CUTI PERTENGAHAN SEMESTER)**

Ulasan/Komen :

Disemak oleh ;

.....
Dekan/TimbalanDekan(Akademik)/KetuaJabatan
Cop :

Tarikh: _____

**PEMANTAUAN PELAKSANAAN PERANCANGAN MENGAJAR
(MINGGU KE-16 SEMESTER)**

Ulasan/Komen :

Disemak oleh ;

.....
Dekan/Timbalan Dekan(Akademik)/Ketua Jabatan
Cop :

Tarikh: _____