



MMST12017 Game Design

Term 1 - 2018

Profile information current as at 26/04/2024 08:04 am

All details in this unit profile for MMST12017 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

Digital games, also referred to as video games, computer games, console games, online games or mobile games, exist in a variety of formats, platforms and genres. This unit provides an introduction to the theories, principles and methods of game design. It analyses the essential elements of games that designers work with to create the all-important player experience. Activities such as conceptualising, designing, prototyping and evaluating games are explored.

Details

Career Level: *Undergraduate*

Unit Level: *Level 2*

Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

Pre-requisites or Co-requisites

Prerequisite DGTL11006 Coding Fundamentals or MMST11002 Web Design

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 1 - 2018

- Brisbane
- Bundaberg
- Distance
- Mackay
- Noosa
- Rockhampton
- Sydney

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment

Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

[Regional Campuses](#)

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

[Metropolitan Campuses](#)

Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview

1. **Practical and Written Assessment**

Weighting: 30%

2. **Practical and Written Assessment**

Weighting: 25%

3. **Practical and Written Assessment**

Weighting: 45%

Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Self-reflection & student feedback.

Feedback

Weekly Unity tutorial activities could be strengthened to enhance understanding.

Recommendation

Tutorial activities will be restructured.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. Explain theories, principles and methods of game design
2. Conceptualise a game and communicate ideas through design documentation
3. Competently use software tools for creating games and game assets
4. Create a prototype for a game, applying theories, principles and methods of game design
5. Evaluate a game in terms of theories and principles of game design

Alignment of Learning Outcomes, Assessment and Graduate Attributes



Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes				
	1	2	3	4	5
1 - Practical Assessment - 30%	•			•	•
2 - Practical Assessment - 25%	•	•	•		
3 - Practical Assessment - 45%	•	•	•	•	•

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes				
	1	2	3	4	5
1 - Communication	•	•	•	•	•
2 - Problem Solving	•	•	•	•	•
3 - Critical Thinking	•	•	•	•	•
4 - Information Literacy	•	•	•	•	•

Textbooks and Resources

Textbooks

MMST12017

Prescribed

Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition

Third Edition (2014)

Authors: Tracy Fullerton

CRC Press

Boca Raton , Florida , United States

ISBN: ISBN 9781482217162

Binding: Paperback

Additional Textbook Information

Fullerton's Game Design Workshop is an essential requirement for MMST12017 Game Design, and the subsequent unit DGTL12009 Game Development. The textbook provides weekly readings, contemporary case studies, processes and the underpinning philosophy to guide your studies and practical tasks. This textbook is available in digital format directly from the supplier and traditional (paper) copies can be purchased from the CQUniversity Bookshop here: <http://bookshop.cqu.edu.au> (Search via unit code).

[View textbooks at the CQUniversity Bookshop](#)

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Adobe Audition CC
- Adobe Illustrator CC
- Microsoft PowerPoint
- Microsoft Word
- Piskel (free from <http://www.piskelapp.com>)
- Unity Personal Edition (free from <https://store.unity.com>)
- Adobe Photoshop CC (Student pricing - <https://www.adobe.com/au/creativecloud/buy/students.html>)

Referencing Style

All submissions for this unit must use the referencing style: [Harvard \(author-date\)](#)

For further information, see the Assessment Tasks.

Teaching Contacts

Jim Picton Unit Coordinator

j.picton@cqu.edu.au

Schedule

Week 1 - 05 Mar 2018

Module/Topic	Chapter	Events and Submissions/Topic
An introduction to games	Hunicke, R, LeBlanc, M & Zubek, R 2004, <i>MDA: A Formal Approach to Game Design and Game Research</i> , viewed 28 January 2018, http://www.cs.northwestern.edu/~hunicke/MDA.pdf Kramer, W 2000, <i>What is a Game?</i> , viewed 07 January 2018, http://www.thegamesjournal.com/articles/WhatIsaGame.shtml Maroney, K. 2001, <i>My Entire Waking Life</i> , viewed 07 January 2018, http://www.thegamesjournal.com/articles/MyEntireWakingLife.shtml	

Week 2 - 12 Mar 2018		
Module/Topic	Chapter	Events and Submissions/Topic
The role of the Game Designer	Fullerton, T 2014, <i>Chapter 1: The Role of the Game Designer</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	
Week 3 - 19 Mar 2018		
Module/Topic	Chapter	Events and Submissions/Topic
The structure of games	Fullerton, T 2014, <i>Chapter 2: Structure of Games</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	
Week 4 - 26 Mar 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Conceptualising a game	Fullerton, T 2014, <i>Chapter 6: Conceptualisation</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	
Week 5 - 02 Apr 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Prototyping a game	Fullerton, T 2014, <i>Chapter 7: Prototyping</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	
Vacation Week - 09 Apr 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Week 6 - 16 Apr 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Formal game elements	Fullerton, T 2014, <i>Chapter 3: Working with Formal Elements</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	Paper Prototype Game, Written Report & Game Design Journal (Weeks 2-5) Due: Week 6 Monday (16 Apr 2018) 11:45 pm AEST
Week 7 - 23 Apr 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Dramatic game elements	Fullerton, T 2014, <i>Chapter 4: Working with Dramatic Elements</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	
Week 8 - 30 Apr 2018		
Module/Topic	Chapter	Events and Submissions/Topic
System dynamics	Fullerton, T 2014, <i>Chapter 5: Working with System Dynamics</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	Visual and Sound Design for Games & Game Design Journal (Weeks 6-8) Due: Week 8 Friday (4 May 2018) 11:45 pm AEST
Week 9 - 07 May 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Communicating your designs	Fullerton, T 2014, <i>Chapter 14: Communicating your Designs</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	
Week 10 - 14 May 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Digital prototyping	Fullerton, T 2014, <i>Chapter 8: Digital Prototyping</i> , in <i>Game Design Workshop</i> , CRC Press, 2014.	
Week 11 - 21 May 2018		
Module/Topic	Chapter	Events and Submissions/Topic

Publishing a game

Fullerton, T 2014, *Chapter 15: Understanding the New Game Industry*, pp. 470-474, in *Game Design Workshop*, CRC Press, 2014.

Week 12 - 28 May 2018

Module/Topic	Chapter	Events and Submissions/Topic
Review		Unity 2D Digital Prototype Game, Game Concept Document (GCD) & Game Design Journal (Weeks 9-12) Due: Week 12 Friday (1 June 2018) 11:45 pm AEST

Review/Exam Week - 04 Jun 2018

Module/Topic	Chapter	Events and Submissions/Topic
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Exam Week - 11 Jun 2018

Module/Topic	Chapter	Events and Submissions/Topic
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Term Specific Information

REQUIRED RESOURCES

You must have access to the following resources for this unit.

UNIT WEBSITE

The MMST12017 unit website provides essential resources for the term such as the courseware, tutorial information and an online discussion forum. It can be accessed at moodle.cqu.edu.au.

GAME DESIGN JOURNAL (BLOG)

The Game Design Journal is a personal blog that is accessible through the 'assessment' panel within the unit website. You are required to use this blog during the term, in-line with guidance in the assessment tasks. The blog is not shared publicly, but is visible to individual students and teaching staff.

DISCUSSION FORUM

An online discussion forum will be provided through the unit website for discussing matters that relate to the unit. The discussion forum is the primary means of support for off-campus students who want assistance with tutorial exercises and assignments. Should you require assistance with the assessment items, please contact your local tutor or the [Unit Coordinator](#).

UNITY

Although the focus of this unit is game design, which is distinctly different from game development, you will be progressively introduced to the Unity game development software during the term. Gaining an understanding of Unity at this early stage of your studies will not only provide you with exposure to industry-standard development software, but will also allow you to achieve a much higher quality product during the follow-on gaming subject, DGTL12009 Game Development. We will be using the [Unity Personal Edition \(free\)](#).

ADOBE CREATIVE CLOUD

Although resources have been developed using the latest version of the Adobe Creative Cloud (Adobe CC), you will still be able to complete all activities with an older version (functionality may be slightly different). An [educational license is available for Adobe CC](#) is available @AU\$28.59 per month (at the time of writing), or at the substantially cheaper rate of @\$285.89 per year. Freeware alternatives such as The Gimp, InkScape and Audacity can certainly be used for assessment tasks, but there is no scope to provide instruction during teaching time.

PISKEL

Piskel is a freeware application which is purpose-built to facilitate the creation of two-dimensional (2D) sprites, simple animations & sprite sheets and is available in two formats: online & offline ([both versions are free](#))

Assessment Tasks

1 Paper Prototype Game, Written Report & Game Design Journal (Weeks 2-5)

Assessment Type

Practical and Written Assessment

Task Description

During Assignment 1 you are challenged to design and develop a **playable paper prototype** game design which will become the basis of a 2D digital prototype game that you will develop for Assignment 3 (Week 12). The development of a paper prototype is a key step in the game design process, as it allows the designer to rapidly bring ideas to life, whilst providing a practical and economical way to test, evaluate and tweak a given set of mechanics, dynamics and aesthetics in order to deliver the most engaging gaming experience. Your prototype must be complete and playable i.e. it must include all components that are required to successfully play your game. Finally, you will document your paper prototype game design within a written report, and reflect upon the process within a Game Design Journal. Please refer to the unit website for the assignment details.

Assessment Due Date

Week 6 Monday (16 Apr 2018) 11:45 pm AEST

Return Date to Students

2 weeks after submission

Weighting

30%

Assessment Criteria

Deliverables:

1. **Paper Prototype Game.** You will upload a playable and complete paper prototype game. Please refer to the unit website for task details and supporting resources.
2. **Written Report - 1500 words (+/-10%).** You will create a written report which thoroughly documents your prototype game. Please refer to the unit website for task details and supporting resources.
3. **Game Design Journal (Weeks 2-5).** Complete journal entries addressing designated topics. Please refer to the unit website for task details.

Allocation of marks:

- Paper Prototype Game - 16 marks
- Written Report - 10 marks
- Game Design Journal (Weeks 2-5) - 4 marks

Supplementary notes:

- **Be aware that this assignment is due on Monday Week 6**, whereas subsequent assignments are due on Fridays in Week 8 and Week 12.
- The Paper Prototype game that you submit **must** be playable and complete.
- Your submission **must** meet the constraints of the task.
- The game design ideas which underpin your Paper Prototype **must** be original and you cannot use someone else's Intellectual Property (IP) within your work e.g. *Star Wars*.
- Evidence of successful experimentation, innovation or high quality artwork will result in higher marks.
- Penalties will be applied for late submission, or failing to comply with the assignment's requirements.

Please refer to the unit website for more detailed assignment criteria.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

Please refer to the unit website for assignment submission instructions.

Learning Outcomes Assessed

- Explain theories, principles and methods of game design
- Create a prototype for a game, applying theories, principles and methods of game design

- Evaluate a game in terms of theories and principles of game design

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Team Work
- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

2 Visual and Sound Design for Games & Game Design Journal (Weeks 6-8)

Assessment Type

Practical and Written Assessment

Task Description

During Assignment 2 you will create visual artwork and supporting sound effects for your game protagonist (main character). These assets will be subsequently used within the Unity 2D digital prototype game that you develop for Assignment 3. You will also continue to add to your Game Design Journal. Please refer to the unit website for more detailed task information.

Assessment Due Date

Week 8 Friday (4 May 2018) 11:45 pm AEST

Return Date to Students

2 weeks after submission

Weighting

25%

Assessment Criteria

Deliverables:

1. **Visual Design for Games.** Character Model Sheet and Sprite Sheet for your game protagonist. Please refer to the unit website for task details and supporting resources.
2. **Sound Design for Games.** Spawning, movement and death (or destruction) sounds for your game protagonist. Please refer to the unit website for task details and supporting resources.
3. **Game Design Journal (Weeks 6-8).** Complete journal entries addressing designated topics. Please refer to the unit website for task details.

Allocation of marks:

- Visual Design for Games - 13 marks
- Sound Design for Games - 7.5 marks
- Game Design Journal (Weeks 6-8) - 4.5 marks

Supplementary notes:

- Your submission **must** meet the constraints of the task.
- Assets that you create for the visual and sound design tasks **must** be original and you cannot use someone else's Intellectual Property (IP) within your work e.g. *Star Wars*.
- Penalties will be applied for late submission, or for failing to comply with the assignment's requirements.

Please refer to the unit website for more detailed assignment criteria.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

Please refer to the unit website for assignment submission instructions.

Learning Outcomes Assessed

- Explain theories, principles and methods of game design
- Conceptualise a game and communicate ideas through design documentation
- Competently use software tools for creating games and game assets

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Team Work
- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

3 Unity 2D Digital Prototype Game, Game Concept Document (GCD) & Game Design Journal (Weeks 9-12)

Assessment Type

Practical and Written Assessment

Task Description

Assignment 3 draws together everything that you've learned from the lectures, tutorial activities and previous assignments. You will create a **functional and playable** Unity two-dimensional (2D) digital prototype game that is **closely aligned** to the Paper Prototype game design that you submitted for Assignment 1. Furthermore, you will document your digital prototype in a Game Concept Document (GCD) and complete the final entries in your Game Design Journal. Please refer to the unit website for the assignment details.

Assessment Due Date

Week 12 Friday (1 June 2018) 11:45 pm AEST

Return Date to Students

2 weeks after submission

Weighting

45%

Assessment Criteria

Deliverables:

1. **Unity 2D Digital Prototype Game.** A functional and playable Unity 2D digital prototype game which satisfies the Assignment 3 design brief and constraints. Please refer to the unit website for task details and supporting resources.
2. **Game Concept Document (GCD).** You will create a Game Concept Document (GCD) from a specified template. Please refer to the unit website for task details and supporting resources.
3. **Game Design Journal (Weeks 9-12).** Complete journal entries addressing designated topics. Please refer to the unit website for task details.

Allocation of marks:

- Unity 2D Digital Prototype Game (incl supporting assets) - 28 marks
- Game Concept Document (GCD) - 13 marks
- Game Design Journal (Weeks 9-12) - 4 marks

Supplementary Notes:

- Your digital prototype **must** be functional and complete.
- Your submission **must** meet the constraints of the task.
- You **must** submit a copy of your Unity source file.
- All media components developed for the digital prototype game **must** be original and you cannot use someone else's Intellectual Property (IP) within your work e.g. *Star Wars*.
- Evidence of successful experimentation and innovation will result in higher marks.
- Penalties will be applied for late submission, or failing to comply with assessment requirements.

Please refer to the unit website for more detailed assignment criteria.

Referencing Style

- [Harvard \(author-date\)](#)

Submission

Online

Submission Instructions

Please refer to the unit website for assignment submission instructions.

Learning Outcomes Assessed

- Explain theories, principles and methods of game design
- Conceptualise a game and communicate ideas through design documentation
- Competently use software tools for creating games and game assets
- Create a prototype for a game, applying theories, principles and methods of game design
- Evaluate a game in terms of theories and principles of game design

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Team Work
- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?



Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem