Description: Games Design

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cat-nbr</th>
<th>Class</th>
<th>Term</th>
<th>Mode</th>
<th>Units</th>
<th>Campus</th>
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<tr>
<td>MMS</td>
<td>1004</td>
<td>62001</td>
<td>1, 2007</td>
<td>ONC</td>
<td>1.00</td>
<td>Toowoomba</td>
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Academic group: FOART
Academic org: FOA005
Student contribution band: 1
ASCED code: 100701

STAFFING
Examiner: David Boreham
Moderator: Stuart Thorp

SYNOPSIS

Computer games provide an exemplary basis from which the essential problems and possibilities confronting interactive media designers can be approached. This course investigates interactive project design from the perspective of creating engaging user experiences. Through a series of exercises and projects students will be required to identify, analyse and problem solve the design issues confronting interactive project designers using the computer games as a model. The course will focus on four key aspects: design constraints and processes in the specific context of an interactive medium; rules and the formal structures of interactive medium; paida (play) and the elements of user experience; the cultural context of game production and consumption.

OBJECTIVES

On successful completion of this course students will be able to:

1. Visualise design practice as a creative, reflective and transformative process
2. Understand interactivity and paida (play) as part of the user experience
3. Unravel the motives, pleasures or rewards for user engagement with interactive software products
4. Identify the formal properties defining types of games
5. Understand roles as abstract tools for structuring user actions and outcomes
6. Identify the formal characteristics of different types of rule systems
7. Understand games as social contexts for cultural learning
8. Understand the role and structures of narrative in games and interactive media design
9. Visualise, and implement a project design that describes the controls, rules and artistic style for an interactive project
10. Evaluate and assess the user experience.
### TOPICS

<table>
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<tr>
<th>Weighting (%)</th>
<th>Description</th>
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<tbody>
<tr>
<td>20.00</td>
<td>The idea of design; The design process; The design context.</td>
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<tr>
<td>20.00</td>
<td>Interactivity and the formal properties of games; Identifying the essential design elements of a game genre.</td>
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<tr>
<td>20.00</td>
<td>Paida (play) and other motives structuring user experience; The cultural aspects of play and motive; Narrative and paida.</td>
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<tr>
<td>20.00</td>
<td>Different types of rule systems; Rules as abstract systems for structuring user action and outcomes; Rules and the problems of narrative structures; The cultural context of rules and structure.</td>
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<tr>
<td>20.00</td>
<td>Practical design and problem solving; Evaluating design solutions</td>
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### TEXT and MATERIALS required to be PURCHASED or ACCESSED

ALL textbooks and materials are available for purchase from USQ BOOKSHOP (unless otherwise stated). Orders may be placed via secure internet, free fax 1800642453, phone 07 46312742 (within Australia), or mail. Overseas students should fax +61 7 46311743, or phone +61 7 46312742. For costs, further details, and internet ordering, use the 'Textbook Search' facility at http://bookshop.usq.edu.au click 'Semester', then enter your 'Course Code' (no spaces).


### REFERENCE MATERIALS

Reference materials are materials that, if accessed by students, may improve their knowledge and understanding of the material in the course and enrich their learning experience.

STUDENT WORKLOAD REQUIREMENTS

<table>
<thead>
<tr>
<th>ACTIVITY</th>
<th>HOURS</th>
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<tbody>
<tr>
<td>Directed Study</td>
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<tr>
<td>Lectures</td>
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<tr>
<td>Private Study</td>
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<td>Tutorials</td>
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ASSESSMENT DETAILS

<table>
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<tr>
<th>Description</th>
<th>Marks out of</th>
<th>Wtg(%)</th>
<th>Due date</th>
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<tbody>
<tr>
<td>ASSN 1 - DESIGNER'S NOTES</td>
<td>100.00</td>
<td>25.00</td>
<td>04 May 2007</td>
</tr>
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<td>(see note 1)</td>
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<td>ASSN 2 - DESIGN PROJECT</td>
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<td>ASSN 3 - PROJECT EVALUATION</td>
<td>100.00</td>
<td>30.00</td>
<td>15 Jun 2007</td>
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<td>(see note 3)</td>
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</tbody>
</table>

NOTES
1. This assessment item aligns with all of the Objectives.
2. This assessment item aligns with all of the Objectives.
3. This assessment item aligns with all of the Objectives.

IMPORTANT ASSESSMENT INFORMATION

1. Attendance requirements:
   It is the student's responsibility to attend and participate appropriately in all activities (such as lectures, tutorials, laboratories and practical work) scheduled for them, and to study all material provided to them or required to be accessed by them to maximise their chance of meeting the objectives of the course and to be informed of course-related activities and administration. For this course, normal class attendance consists of one one-hour lecture and one two-hour tutorial per week.

2. Requirements for students to complete each assessment item satisfactorily:
   To successfully complete an individual assessment item, a student must achieve at least 50% of the marks or a grade of at least C-. This statement must be read in conjunction with Statement 4 below.

3. Penalties for late submission of required work:
   DEADLINES - EXTENSIONS WILL NOT BE GRANTED ON ANY GROUNDS. In fully documented cases of extreme medical disability, other production assignments of equivalent value will be set, ON CONDITION THAT the student fully informs the Examiner of such a need at the earliest convenient time.

4. Requirements for student to be awarded a passing grade in the course:
   To be assured of receiving a passing grade, a student must achieve at least 50% of the total weighted marks available for the course.

5. Method used to combine assessment results to attain final grade:
   The final grades for students will be assigned on the basis of the aggregate of the weighted marks obtained for each of the summative assessment items in the course.

6. Examination information:
There is no exam for this course.

7 Examination period when Deferred/Supplementary examinations will be held: Given the details under (6) above, there are no deferred exams for this course. However, if any deferred/makeup work is granted, it would have to be submitted by a date set by the examiner.

8 University Regulations: Students should read USQ Regulations 5.1 Definitions, 5.6 Assessment, and 5.10 Academic Misconduct for further information and to avoid actions which might contravene University Regulations. These regulations can be found at the URL http://www.usq.edu.au/corporateservices/calendar/part5.htm

ASSESSMENT NOTES

9 (a) The due date for an assignment is the date by which a student must lodge the assignment at the USQ. (b) All Faculty of Arts assignments must be lodged in the Faculty Assessment Centre on the Ground Floor of Q Block no later than 12 noon on the due date. (c) In the event that a due date for an assignment falls on a local public holiday in their area, such as a Show holiday, the due date for the assignment will be the next day. Students are to note on the assignment cover the date of the public holiday for the examiner’s convenience. (d). Students must retain a copy of each item submitted for assessment. This must be despatched to USQ within 24 hours if requested by the Examiner. (e) In accordance with University's Assignment Extension Policy (Regulation 5.6.1), the examiner of a course may grant an extension of the due date of an assignment in extenuating circumstances such as documented ill-health. (f) Students who have undertaken all of the required assessments in the course but who have failed to meet some of the specified objectives of the course within the normally prescribed time may be awarded the temporary grade: IM (Incomplete-Makeup). An IM grade will only be awarded when, in the opinion of the examiner, a student will be able to achieve the remaining objectives of the course after a period of non-directed personal study. (g) Students who, for medical, family/personal, or employment-related reasons, are unable to complete an assignment or sit for an examination at the scheduled time, may apply to defer an assessment in the course. Such a request must be accompanied by appropriate supporting documentation. One of the following temporary grades may be awarded: IDS (Incomplete - Deferred Examination; IDM (Incomplete Deferred Make-up); IDB (Incomplete - Both Deferred Examination and Deferred Make-up).

OTHER REQUIREMENTS

1 All pieces of assessment must be completed and submitted to be eligible for a pass in this course. The examiner may allow a failed assignment to be resubmitted.

2 Students are strongly advised to attend a minimum of 80% of the tutorial classes in order to receive the necessary hardware and software training to meet objectives 1, 2 & 4. Also, attendance is strongly advised to facilitate the development of the student's projects and objective 3.

3 Students can expect that questions in assessment items in this course may draw upon knowledge and skills that they can reasonably be expected to have acquired before enrolling in the course. This includes knowledge contained in pre-requisite courses and appropriate communication, information literacy, analytical, critical thinking, problem solving or numeracy skills. Students who do not possess such knowledge and skills should not expect to achieve the same grades as those students who do possess them.