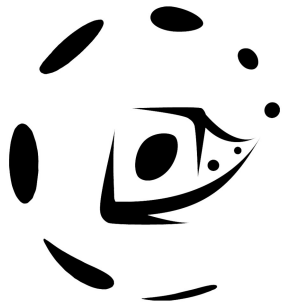
COMP210
Interfaces & Interaction



FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Alcwyn Parker

Introduction

On this module you will engage with interface technologies which are changing the way that we play games. You will undertake a series of practical and creative engagements with emergent technologies, such as augmented and virtual reality devices, working iteratively to produce an innovative solution. You may tie this work into either your individual or collaborative game development project.

Aims

This module aims to help you:

- Gain in understanding of writing software of interface technologies
- Acquire knowledge of designing for a specific platform to create innovation.
- Develop understanding of managing an iterative development process

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Understand how to write software for AR/VR interfaces and how to design efficaciously for a specific platform.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Communicate intention and context for a solution clearly and effectively. Present effectively your design and solution for an audience in pitch form.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Analyse critically the strengths and weaknesses of your solution and development process. Make use of a range of methods to organise and execute a computing solution.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Apply research in emergent interfaces and modes of interaction to the development of novel user interfaces.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show an understanding of how to plan and manage time and solution execution. Meet deadlines by planning available time to deliver solution effectively.

Academic Staff	Alcwyn Parker	
	Dr Michael Scott (Moderator)	
	Erik Gheelhoed (Guest Lecturer)	
	Johnny Pope (Guest Lecturer)	
Assignments	Interface Tasks	30%
	AR/VR Tasks	60%
	Research Journal	10%
Indicative Hours	Sessions	36 hours
	Directed Reading	18 hours
	Interface Task	21 hours
	Integration into Collaborative Game	20 hours
	AR/VR Task	34 hours
	Research Journal	7 hours
	Self-Directed Study	24 hours
	Self-Directed Studio Practice	40 hours
		200 hours

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

Additional Resources

Session Plans & Materials:
`http://learningspace.falmouth.ac.uk/course/view.php?id=1254`

Assignment Briefs:
`http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp210`

Reading List:
`http://resourcelists.falmouth.ac.uk/modules/comp210`