mathematics and programming concepts.

- Utilise or develop a sprite-based game engine to develop a game.
- Use widely accepted game programming best-practices.
- Use appropriate mathematic, logic and physics principles to enable effective gameplay.

Assessment:
Students will be advised of all matters relating to summative assessment at the outset of the course. Overall course grades will represent a balanced assessment of achievement in relation to all stated learning outcomes.

Weighting	Nature of assessment	Learning outcomes
20%	Test: Logic and Problem Solving for Games	1
30%	Individual ~~Text-Based~~ Game Project	1, 2
50%	~~Group:~~ Sprite Based Game Project (Group/Individual)	1, 3

Learning and teaching approaches:
Lectures, demonstrations, discussions and practical classes
Students learn by doing real practical work.
Learning communities.
Lectures, practical sessions, research and self-directed study

Feedback:
Feedback is sought throughout the course using a range of assessment tools including:
Formal reflection, class forum and end of course survey

Learning resources required:
Multimedia software, audio-video equipment and access to a learning management system
Materials provided on Moodle.
Additional notes, slides and external links made available on Moodle.

Learning resources recommended:
Booklist & resources published via Moodle
Computer lab
Classroom/Performance spaces
Equipment

Change Type (P, F or E)	*Effective*	*PC Date*	*FAC/AB Date (F, E only)*	*Readers*
P	S 2 2014	5/5/2014		Course approved as an elective
P	S 2 2015	30/4/2015		ISCG6426 added as a co-req
P	S 2 2015	30/4/2015		Changes in Assessment Weighting