MULTIMEDIA UNIVERSITY®

COURSE INFORMATION

1 .	**Name of Course**	Game Productions
2 .	**Course Code**	TGD3451
3 .	**Type of Course** (e.g. : Core, major, elective etc.)	Specialization Elective
4 .	**Synopsis**	Game Productions provides insight of the production pipeline of developing a game. It also provides students with an understanding of the actual project management in game development.
5 .	**Version** (State the date of theSenate's approval - previous and the current approval date)	Current: January 2018 Previous: June 2016
6 .	**Name(s) of Academic Staff**	Quek Albert
7 .	**Semester and Year Offered**	Trimester 1 (Delta)
8 .	**Credit Value**	4
9 .	**Pre-Requisite**	TGD3151 Game Design Fundamentals
10 .	**Objective of the course in the programme:**	
	To equip students with knowledge of game productions and ability to manage the game production process in game development environment	
11 .	**Justification for including the course in the programme:**	
	To provide students with general game production knowledge and game prototyping skills	

12 . Course Learning Outcomes (CLO)

Course Learning Outcomes (CLO)	Domain	Level
CLO1: Describe the concepts of game development cycle	Cognitive	2
CLO2: Produce game concept and game design documents based on game development cycle	Cognitive	3
CLO3: Develop a game prototype that follows the process of pre-production, production and post-production	Cognitive	5

13 . Mapping of the Course Learning Outcomes to the Programme Learning Outcomes, Teaching Methods and Assessment:

Course Learning Outcomes (CLO) (Must tally with CLOs in item 12)	PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8	PLO9	PLO10	PLO11	PLO12	Teaching Methods	Assessment Method
CLO1							✓						Lecture/Practical	Test
CLO2								✓					Lecture/Practical	Assignments
CLO3									✓				Lecture/Practical	Project
CLO4														
Total							1	1	1				Indicate the relevancy between the CLO and PLO by ticking "✓" the appropriate relevant box (This description must be read together with standards 2.1.2, 2.2.1, and 2.2.2 in Area 2 – pages 16 & 18 of COPPA 2.0)	

14 . Transferable Skills:

Leadership, Motivation, Time management, Prioritisation, Delegation, Communication, Critical thinking

15 . Distribution of Student Learning Time (SLT)

Course Content Outline	**CLO	Guided Learning (F2F)* *L	*T	*P	*O	Guided Learning (NF2F)*	Independent Learning (NF2F)*	Total SLT
1 **Game Development Management** The roles and responsibilities of each team members; Managing the team; The pre-production, production and production team; The budget planning; Putting together a team; Skills required for each team; Team morale; Organizing the game development process; Issues related to game development team	1	3		2		2	5	12
2 **Game Specification and Documentation** The importance of game documentation and specification; Creating a game proposal; From Game Concept to Game Design Doc; Creating game prototype versions; Alpha and Beta Builds.	2	4		2		4	6	16
3 **Game Development Cycle** Managing pre-production, production and post-production; Deliverables for different stages; Pre-Alpha, Alpha and Beta Builds; Tools / Engines for Game Implementation; The Quality Assurance Process; Game Testing Methods	1	5		5		2	10	22
4 **The Game Development Environments** The elements of game mechanics; Descriptions of different types of game engines and IDEs. (Graphics, Physic, Artificial Intelligence and others); The importance of Version Control and its functionalities.	3	5		5		2	10	22
5 **The Business Side of Game** Game market research; Game Marketing and Promotion Strategies; Online and Offline Marketing; Planning marketing campaign with limited resources; Online marketing toolkits available.	2	5		4		2	9	20
6 **Issues in Game Developments.** Hardware constraints and design tricks; Limitations of current technology; Future gaming technologies and styles; The innovations in game.	3	3		4		2	7	16
							Total SLT	**108**

SUMMATIVE ASSESSMENT		
1. Continuous Assessment	**Percentage %**	**Total SLT**
Test	20%	8
Assignments	35%	14
Project	45%	30
Total SLT for Continuous Assessment		**52**

2. Final Assessment	**Percentage %**	**Total SLT**	
		F2F	**ILT**
Final Exam		0	0
Total SLT for Final Assessment (F2F + NF2F)		**0**	

Grand Total	**100%**	**160**

**Indicate the CLO based on the CLO's numbering in Item 12.
*L= Lecture, *T= Tutorial, *P= Practical, *O= Others, F2F*= Face to Face, NF2F*= Non Face to Face

16 . **Identify Special Requirement to Deliver the Course (e.g., software, nursery, computer lab, simulation room):**
Game Development Lab

17 . **Main References:**
Chandler, H. M. (2008) Game Production Handbook (2nd Edition). Jones &Barlett Publishers.

18 . **Additional References:**
D.S., Sergio., (2012). Producing Games: From Business and Budget to Creativity Design(1st ed.). USA: Focal Press.

Rolling, A. and Adams, E., (2003), Andrew Rollings and Ernest Adams on Game Design (1st ed.). New Riders Games;

Note:
	Cells shaded light grey contain formulas / fixed values. Edit these formulas only if needed.