MONASH University

Handbook

Unit

FIT1073 design

Overview

This unit provides a foundation in the theoretical and practical principles of game design and game narrative structures in the games development process. Utilising the principles taught in this unit, students will be given the opportunity to design innovative game applications and implement the consequences of their decisions as working paper based game prototypes.
The combination of theory and practice in this unit is geared to equip students with the skills to not only design innovative games, but also to critique existing games and importantly new game ideas. The studio environment will facilitate considerable peer interaction, in particular in the design, communication, and critique of new game ideas. The unit provides knowledge and skills, which students can apply within game development projects across subsequent units within the Games and Immersive Media major.

Faculty:
Faculty of Information Technology

Owning organisational unit:
Faculty of Information Technology

Study level:
Undergraduate

SCA band:
2

EFTSL:
0.125

Credit points:
6

Open to exchange or study abroad students?

Yes

Offerings

S1-01-CLAYTON-ON-(

Location: Clayton

Teaching period: First semester

Attendance mode: On-campus

Requisites

Prohibition

→ FIT2073 6 CP

Game design studio 1

Contacts

Chief Examiner(s)

Mr Josh Olsen

Email: Josh.Olsen@monash.edu

Offering(s):

- Applies to all offerings

Learning outcomes

On successful completi  ould be able to:

1. Construct a game sses effective structure and mapping of plotlines and characters;
2. Design environments with clearly indicated game mechanics, level design and balancing;
3. Formulate a theoretical game design to a specific brief, implementing effective game narrative, mechanics, level design and balancing;
4. Constructively critique game designs based on understanding of good design principles;
5. Work collaboratively in a team environment.

Teaching approach

Active learning

Assessment

Building a Game World

Individual task

Value %: 15

Detailing a Game Environment

Individual task

Value %: 15

Major Game Design

Group task

Value %: 40

Reflection and Review

Individual task

Value %: 30

Scheduled teaching activities

Seminars

Total hours: 12 hours

Offerings:

- Applies to all offerings

Studio activities

Total hours: 36 hours

Offerings:

- Applies to all offerings

Workload requirements

Workload

Minimum total expected workload required to achieve the learning outcomes for this unit is 144 hours per semester typically comprising scheduled online and face to face learning activities and independent study. Independent study includes associated reading and preparation for scheduled teaching activities.

Learning resources

Recommended resources

There are no recommended texts for this unit, though links to online publications and PDFs and books relating to weekly material will be provided in the lecture and tutorial notes.

Technology resources

This unit does not have any technology requirements for the class sessions. All work within class is done without the use of electronic devices. You will be expected to have a web-connected device (i.e., laptop or tablet) for completion of assessment tasks outside of class time.