程序代写代做 CS编程辅导

Unit

FIT2073 - design studio 1

WeChat: cstutorcs

Assignment Project Exam Help

Overview

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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 game prototypes.

https://tutorcs.com

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 their game development projects in the third year studio project/s (FIT3039/3040) and across all subsequent units.

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

Contacts

Chief Examiner(s)

Mr Josh Olsen

Email: Josh.Olsen@monash.edu

Offering(s):

- Applies to all offerings

Learning outcomes

On successful completion of this unit, you should be able to:

1. Construct a game narrative that expresses effective structure and mapping of plotlines and characters into interactive structures;

2. Design environments with clearly indicated game challenges (time and intrinsic stress involved) and game balancing;

3. Formulate a theo   o a specific brief, implementing effective game narrative and bal

4. Constructively cri   ased on understanding of good game design principles;

5. Work collaboratively in a team environment.

Teaching approach

Active learning

Assessment

A1: Building a Game World

Value %:   15

A2: Detailing a Game Environment

Value %:   15

A3: Major Game Design Project

Value %:   40

A4: Reflection & Review

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 to achieve the learning outcomes for this unit is 144 hours per semester typically comprising a mixture of scheduled online and face to face learning activities and independent study. Independent study may include 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, PDFs and books relating to weekly material will be provided in the lecture and tutorial notes.

Technology resources

(For Clayton Campus Only) This is a bring your own device unit. You will be expected to bring a web-connected laptop (or tablet) to class to access specialist software. The applications for your class can be accessed at the website move.monash.edu. For more information, visit monash.edu/move

Availability in areas of study

Games design
Games development
Interactive media