SIT302 PROJECT DESCRIPTION

PROJECT TITLE

Microbiology lab simulator

STREAM

Computer Science, Game Development, Interactive Media

SUPERVISOR (LOCATION)

Alex Baldwin (Burwood)

CLIENT

DIG (Deakin Incubator Group) / Dr Shaun Bangay, Dr Greg Bowtell

SUGGESTED GROUP SIZE

4-6

GENERAL PROJECT DESCRIPTION

The project will involve creating a simulation of a microbiology lab. The product will be used as a teaching tool for students and general public to learn the procedures of a microbiology testing with scientific accuracy in an easy, at your own pace, attentive, affordable manner.

The game will be a laboratory space in which you pick up samples, test them and report on your findings in a cohesive manner that encourages learning whilst being enjoyable. The content will be aimed at no presumed knowledge and build up as progress continues.

The endpoint of this will be a ready to play game. Ideally the final product will be a polished game that can be marketed to students and the public. At least the game can be used in house by Deakin Universities microbiology unit, of which interest has been expressed by the unit chair. Through this, potential further applications can be explored such as other simulator teaching tools for other content topics.

TECHNICAL REQUIREMENTS

- Data - pre-gathered
- Software - Unity, 3D modelling software (i.e. Blender)
- Hardware - standard university computers
- Equipment - computer

REQUIRED SKILLS

- Programming - familiarity with C#, Unity 5 (recommended)
- Visuals - texture artist- texture design (required), implementation (regarded)
    - 3-D modeller- realistic modelling (required), blender (regarded)
- Designer - UI designer - Experience in Unity (recommended)
- Marketer - Experience regarded

AVAILABLE RESOURCES

University lab machines