Module Handbook

Animation and Digital Game

Bachelor of Visual Communication Design Program
Faculty of Creative Design and Digital Business
Institut Teknologi Sepuluh Nopember

Lampiran

No.	Deskripsi
☐ 1.	Mampu menunjukkan sikap dan karakter yang mencerminkan ketakwaan kepada Tuhan YME, berbudi pekerti luhur, peka dan peduli terhadap masalah sosial dan lingkungan, menghargai perbedaan budaya dan kemajemukan, menjunjung tinggi penegakan hukum, mendahulukan kepentingan bangsa dan masyarakat luas, melalui inovasi, kreatifitas, dan potensi lain yang dimiliki. *Capable of exemplifying attitudes and virtues indicative of a profound commitment to the divine, possessing noble character, demonstrating sensitivity to and concern for social and environmental issues, exhibiting respect for cultural diversity and pluralism, upholding the principles of law enforcement, and prioritizing the welfare of the nation and broader community. This is achieved through the application of innovation, creativity, and leveraging the inherent potential possessed by oneself and others.*
☐ 2.	Mampu mengkaji dan memanfaatkan ilmu pengetahuan dan teknologi dalam rangka mengaplikasikannya pada bidang keahlian desain komunikasi visual, serta mampu mengambil keputusan secara tepat dari hasil kerja sendiri maupun kerja kelompok melalui pemikiran logis, kritis, sistematis dan inovatif. *Proficient in the examination and application of scientific and technological principles for the enhancement of expertise in visual communication design. Capable of rendering judicious decisions based on individual and collaborative endeavors, employing logical, critical, systematic, and innovative thinking to interpret and utilize outcomes effectively.*
☑ 3.	Mampu mengelola pembelajaran diri sendiri, dan mengembangkan diri sebagai pribadi pembelajar sepanjang hayat untuk bersaing ditingkat nasional, maupun internasional, dalam rangka berkontribusi nyata untuk menyelesaikan masalah dengan memperhatikan prinsip keberlanjutan. *Competent in self-directed learning management and committed to personal development as a lifelong learner, with the aim of remaining competitive at both national and international echelons. This pursuit is geared toward making substantive contributions to problem-solving endeavors, underscored by a dedicated adherence to sustainability principles.*
☐ 4.	Mampu mengkaji dan mengaplikasikan teori dan prinsip desain komunikasi visual *Proficient in the examination and application of theories and principles within the realm of visual communication design.*
☐ 5.	Mampu mengkaji dan mengaplikasikan ilmu dan media komunikasi *Competent in the exploration and application of knowledge about communication media.*
☐ 6.	Mampu mengkaji dan mengaplikasikan ilmu sosial budaya yang terkait dengan desain komunikasi visual *Proficient in the examination and application of socio-cultural knowledge relevant to the field of visual communication design.*
☐ 7.	Mampu mengkaji dan mengaplikasikan ilmu dan keterampilan menggambar, membuat sketsa, dan membuat prototipe *Competent in the examination and application of knowledge and skills in drawing, sketching, and prototyping.*
☐ 8.	Mampu mengkaji dan mengaplikasikan kreatifitas dan design thinking *Proficient in the exploration and application of creativity and design thinking.*
☐ 9.	Mampu mengkaji dan mengaplikasikan ilmu manajemen dan komunikasi marketing dalam bidang desain komunikasi visual *Competent in the examination and application of management and marketing communication knowledge within the domain of visual communication design.*
☐ 10.	Mampu mengkaji dan mengaplikasikan ilmu riset desain untuk menghasilkan karya desain komunikasi visual yang komprehensif *Proficient in the exploration and application of design research knowledge to generate comprehensive visual communication design projects.*
☐ 11.	Mampu mengkaji dan mengaplikasikan teknologi dan inovasi dalam desain komunikasi visual *Competent in the examination and application of technology and innovation within the context of visual communication design.*

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: | Kurikulum 2018 S-1 Desain Komunikasi Visual ⌄ | **Show**

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
		LO 3	
CLO-1	Mahasiswa mampu memahami teori, definisi, struktur dan konsep dasar perancangan konten animasi untuk game digital *Students are able to understand the theory, definition, structure and basic concepts of designing animated content for digital games*	☑	25%
CLO-2	Mahasiswa mampu memahami dan mengolah elemen visual dan animasi untuk game digital *Students are able to understand and process visual and animation elements for digital games*	☑	25%
CLO-3	Mahasiswa mampu merancang animasi computer untuk mendukung produksi prototipe permainan digital *Students are able to design computer animations to support the production of digital game prototypes*	☑	25%
CLO-4	mahasiswa mampu melakukan produksi prototipe permainan digital untuk satu contoh kasus *students are able to produce digital game prototypes for one study case*	☑	25%
Total Weight		**100%**	**100%**

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Ujian Tengah Semester *presentasi proposal permainan* Hasil proyek | *Team-based Project*	10%	5%	5%	5%	25%
2	Konsep visual Permainan Digital *konsep visual* Hasil proyek | *Team-based Project*	5%	10%	5%	5%	25%
3	Ujian Akhir Semester *presentasi prototipe permainan* Hasil proyek | *Team-based Project*	5%	5%	10%	5%	25%
4	Pameran dan Publikasi *publikasi permainan* Hasil proyek | *Team-based Project*	5%	5%	5%	10%	25%
	TOTAL	**25%**	**25%**	**25%**	**25%**	**100%**
	Target	*25%*	*25%*	*25%*	*25%*	*100%*

Rps

Name of Study Program	Visual Communication Design
Course Name	Animation and Digital Game
Code	DV184606
Semester	6
credits	3 / 4,8 ECTS
Lecturer	Didit Prasetyi

Study Materials		animation video production and digital game production
Program Learning Outcome (PLO)	P.1	theoretical concepts about design (Design Theory) in general and at least one theoretical concept of visual communication design (Ecoological Theory, Constructivism, Semiotics, Gestalt Theory, Cognitive Theory, or Huxley-lester Model) in depth;
	P.5	concepts, principles, methods and techniques of color application, composition (nirmana), design processes, photography and computer graphics;
	P.8	general concepts, principles and techniques of effective communication;
	P.9	factual knowledge about the types and regulations of broadcasting, journalism and Electronic Information and Transactions, the latest technological developments in the field of visual communication design;
	KK.1	able to create printed and digital visual communication design works that have added value and aesthetics to overcome identity, mass communication and competition problems faced by stakeholders without causing public unrest and disturbing environmental sustainability;
	KK.4	able to communicate alternative prototypes of visual communication design solutions independently or in groups in verbal, graphic, written and communicative models using manual or digital techniques based on a fixed choice of communication rules; And
	KK.5	able to start an independent business in the visual communications sector
COURSE LEARNING OUTCOME (CLO)	M1	Students are able to explain digital game platforms
	M2	Students are able to design digital game scenarios
	M3	Students are able to design digital game interface designs
	M4	Students are able to design digital game user experiences
	M5	Students are able to model characters and digital game environments
	M6	Students are able to create character animations
	M7	Students are able to design object-oriented programs for games
	M8	Students are able to create digital game simulation products

Week	Lesson Learning Outcome (LLO)	Comprehensive Coverage of Learning Materials	Learning Methods	Estimated Time	Student Learning Experience	Criteria and Indicator Evaluation	Weight [%]
1-2	Students are able to explain digital game platforms	Exposure of existing game platforms on the market, analysis of platform characteristics, use of game production engines	Face to face Assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to identify various types of digital game platforms. Assignments: review reference books, look for real examples in articles or game	5%

					products on the market, write papers about game platforms according to your interests	
3-4	Students are able to design digital game scenarios	Exposure to various game scenarios, use of immersiveness for digital games	Face to face Assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to design digital game scenarios for the targeted segment Assignment: create a game scenario by taking one of the desired platforms, present a mind map and make a game scenario report	10%
5-6	Students are able to design digital game interface designs	Exposure to various human and computer dialogues, use of icons and symbols in games	Face to face Assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to design digital game interface designs that suit the game segment Assignment: design a dummy game interface	5%
7-8	Students are able to design digital game user experiences	Analyze game products with the highest ratings in the market place, review the experience scheme based on ergonomics, visual form and story narrative	Face to face Assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to design user experiences for digital game products Assignment: design a dummy and test it on segments and process feedback from testing	10%
9-10	Students are able to model characters and digital game environments	Exposure to character design, environmental design and visual style	Face to face assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to model characters and virtual environments of digital games Assignments: create manual sketches of game characters and environments, create digital versions of game characters and environments	10%

11-12	Students are able to create character animations	The use of sprites for character animation, the use of computer graphics to create character animation	Face to face Assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to create character animations in the game Assignment: create character movement animations from idle movements, moving and performing movements according to the proposed scenario	20%
13-14	Students are able to design object-oriented programs for games	Basic programming language structure, program engineering to create digital games using already created assets	Face to face assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to assemble programs to make objects in digital games function according to plan Assignments: compose scripts, utilize tools and applications to create demos or digital game simulations	20%
15-16	Students are able to create digital game simulation products	Utilization of publicly licensed software to create simulation products	Face to face Assistance Self-Study	TM = 480 BT = 192 BM = 288	Studying Discussion Practical assignments	Students are able to create digital game simulation products Assignment: render, create a demo or simulation application to be tested on users	20%

REFERENCES

1. Gary Rosenzweig, "ActionScript 3.0 Game Programming University", Que Publishing © 2008, ISBN-13: 978-0-7897-3702-1
2. Ohlson De Fine, MR Mike J, "Python Graphics for Games 3 : Working in 3 Dimensions : Object Creation and Animation With OpenGL and Blender" Paperback, CRC Press