

# HANDBOOK

**BACHELOR OF INFORMATICS PROGRAM  
DEPARTMENT OF INFORMATICS  
FACULTY OF INTELLIGENT ELECTRICAL AND INFORMATICS TECHNOLOGY  
INSTITUT TEKNOLOGI SEPULUH NOPEMBER**

Module name	<b>Intelligent Game</b>	
Module level	Undergraduate	
Code	IF184935	
Courses (if applicable)	<b>Intelligent Game</b>	
Semester	6	
Contact person	-	
Lecturer		
Language	Bahasa Indonesia and English	
Relation to curriculum	<ol style="list-style-type: none"> <li>1. Undergraduate degree program; optional; 6<sup>th</sup> semester.</li> <li>2. International undergraduate program; optional; 6<sup>th</sup> semester.</li> </ol>	
Type of teaching, contact hours	<ol style="list-style-type: none"> <li>1. Undergraduate degree program: lectures, &lt; 60 students,</li> <li>2. International undergraduate program: lectures, &lt; 40 students</li> </ol>	
Workload	<ol style="list-style-type: none"> <li>1. Lectures: 3 sks x 50 = 150 minutes (2 hours 30 minutes) per week.</li> <li>2. Exercises and Assignments: 3 x 60 = 240 minutes (3 hours) per week.</li> <li>3. Private study: 3 x 60 = 240 minutes (3 hours) per week.</li> </ol>	
Credit points	3 credit points (sks).	
Requirements according to the examination	A student must have attended at least 80% of the lectures to sit in the exams.	
regulations		
Mandatory prerequisites	Human Computer Interaction	
	After completing this module, a student is expected to:	

Learning outcomes and their corresponding PLOs	<b>CO1</b> Students are able to explain various aspects to build complex games.	
	<b>CO2</b> Students are able to explain computing aspects in games, multiplayer games, social games, simulation games and the game economy.	
	<b>CO3</b> Students are able to develop a game by applying one or more aspects of computation, network, simulation or social.	
Content	<p>Knowledge:</p> <ul style="list-style-type: none"> <li>Mastering the concepts and principles of computer graphics including modelling, rendering, animation and visualization, as well as mastering the concepts and principles of human and computer interaction</li> </ul> <p>Specific Skill:</p> <ul style="list-style-type: none"> <li>Capable to build applications using the principles of computer graphics including modelling, rendering, animation and visualization, as well as applying the principles of human and computer interaction as well as evaluating the efficiency to build applications with a suitable interface;</li> </ul>	
Study and examination requirements and forms of examination	Mid-terms examination and Final examination.	
Media employed	LCD, whiteboard, websites, books (as references), etc.	
Assessments and Evaluation		

Reading List	<p>Social Game Design, Monetization Methods and Mechanics, Tim Fields 20124</p> <p>Theory of Fun for Game Design, Ralph Koster, 2nd Edition Nov 2013</p> <p>David Michael, "Serious Games, Games that Educate, Train and Inform", Thomson Course Tech, Canada, 2005</p>