

HANDBOOK

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

Module name	Game Development Techniques
Module level	Undergraduate
Code	IF184931
Courses (if applicable)	Game Development Techniques
Semester	7
Contact person	
Lecturer	
Language	Bahasa Indonesia and English
Relation to curriculum	1. Undergraduate degree program; optional; 7 th semester. 2. International undergraduate program; optional; 7 th semester.
Type of teaching, contact hours	1. Undergraduate degree program: lectures, < 60 students, 2. International undergraduate program: lectures, < 40 students
Workload	1. Lectures: 3 x 50 = 150 minutes (2 hours 30 minutes) per week. 2. Exercises and Assignments: 3 x 60 = 180 minutes (3 hours) per week. 3. Private study: 3 x 60 = 180 minutes (3 hours) per week.
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 and Computer Interaction
Learning outcomes and their corresponding PLOs	After completing this module, a student is expected to:
	CO1 Students are able to classify games based on genre, theme and rating.
	CO2 Students are able to make game design documents (Game Design Document)

	CO3 Students are able to form teams for game development and create games that contain basic elements with or without the help of middleware	
Content	<p>Knowledge:</p> <p>Mastering the concepts and principles of computer graphics including modeling, rendering, animation and visualization, as well as mastering the concepts and principles of human and computer interaction.</p> <p>Specific Skill:</p> <p>Able to build applications using the principles of computer graphics including modeling, 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;</p>	
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	Arnest Adam, "Fundamentals of Game Design", New Riders Press, 2nd Edition 2010	