

HANDBOOK

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

Module name	Introduction to Game Development	
Module level	Undergraduate	
Code	IF184985	
Courses (if applicable)	Introduction to Game Development	
Semester	8	
Contact person		
Lecturer		
Language	Bahasa Indonesia and English	
Relation to curriculum	<ol style="list-style-type: none"> 1. Undergraduate degree program; optional; 8th semester. 2. International undergraduate program; optional; 8th semester. 	
Type of teaching, contact hours	<ol style="list-style-type: none"> 1. Undergraduate degree program: lectures, < 60 students, 2. International undergraduate program: lectures, < 40 students 	
Workload	<ol style="list-style-type: none"> 1. Lectures: 3 sks 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	-	
	After completing this module, a student is expected to:	

Learning outcomes and their corresponding PLOs	CO1 Students able to classify games based on genre, theme and rate	
	CO2 Students able to create a game design document (GDD)	
	CO3 Students with team able to develop a game with middleware	
Content	<p>Knowledge: Mastering the concepts and principles of computer graphics including modeling, rendering, animation, and visualization, and also mastering the concepts and principles of human computer interaction</p> <p>Specific Skill: Able to develop application using computer graphics principles including modeling, rendering, animation, and visualization, implement human computer interaction principles, and evaluate the efficiency of the appropriate interface in the application developed.</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	