**UNDERGRADUATE PROGRAM IN COMPUTER SCIENCE**
**DEPARTMENT OF COMPUTER ENGINEERING**
**FACULTY OF INTELLIGENT ELECTRICAL AND INFORMATICS TECHNOLOGY**

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| Module name | **Game Design** | |
| Module level | Undergraduate | |
| Code | EC184911 | |
| Courses (if applicable) | Game Design | |
| Semester | Elective | |
| Contact person | Dr. Supeno Mardi Susiki Nugroho, S.T, M.T. | |
| Lecturer | Dr. Supeno Mardi Susiki Nugroho, S.T, M.T. | |
| Language | Indonesia | |
| Relation to curriculum | Undergraduate degree program, elective semester. | |
| Type of teaching, contact hours | Lecture, < 60 students, 170 minutes * SKS | |
| Workload | 1. Lectures: 3 x 50 = 150 minutes (2.5 hours) per week.<br>2. Exercises and Assignments: 3 x 60 = 180 minutes (3 hours) per week.<br>3. Private study: 3 x 60 = 180 minutes (3 hours) per week. | |
| Credit points | 3 credit points (sks). | |
| Requirements according to the examination regulations | A student must have attended at least 75% of the lectures to sit in the exams. | |
| Mandatory prerequisites | | |
| Learning outcomes and their corresponding PLOs | CLO-1 Students are able to explain every gameplay aspect | PLO-3<br>PLO-4 |
| | CLO-2 Students are able to explain explain every gamestory aspect | PLO-3<br>PLO-4 |
| | CLO-3 Students are able to design the various aspect of game in a project | PLO-5<br>PLO-6 |
| | CLO-4 Students are able to built Game Design Document | PLO-5<br>PLO-6 |
| Content | In this course, we will learn about Game play, gamestory, game word, and other aspect for games. Topics that will be learn are how to built Game Design Document | |
| Study and examination requirements and forms of examination | • In-class exercises<br>• Quiz 1 and 2<br>• Assignment 1, 2, 3<br>• Mid-term examination<br>• Final examination | |

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| Media employed | LCD, whiteboard, websites (myITS Classroom). |
| Assessments and Evaluation | CLO-1: Question no 1 in midterm exam (15%)<br>CLO-2: Question no 2 in midterm exam (15%)<br>CLO-3: Assignment 1 (5%), question no 4 in midterm exam (20%), Quiz 2 (5%)<br>CLO-4: Question no 1 in final exam (20%), question no 2 in final exam (20%) |
| Reading List | Andrew Rollings and Ernest Adams on Game Design |