

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

| | | |
|---|--|---|
| Module name | Game Programming | |
| Module level | Undergraduate | |
| Code | EC184912 | |
| Courses (if applicable) | Game Programming | |
| 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 | <ol style="list-style-type: none"> 1. Lectures: 3 x 50 = 150 minutes (2.5 hours) 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 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 | <p>CLO-1 Students are able to explain how to use Unity for game Programming</p> <p>CLO-2 Students are able to design script Unity for NPC action</p> <p>CLO-3 Students are able to design the various aspect of game in a Unity project</p> <p>CLO-4 Students are able to built Game using Unity</p> | <p>PLO-3 PLO-4</p> <p>PLO-3 PLO-4</p> <p>PLO-5 PLO-6</p> <p>PLO-5 PLO-6</p> |
| Content | In this course, we will learn about Game scripting and game building using Unity. Topics that will be learn are Game design, Art, script and Programming | |
| Study and examination requirements and forms of examination | <ul style="list-style-type: none"> • In-class exercises • Quiz 1 and 2 • Assignment 1, 2, 3 • Mid-term examination • Final examination | |

| | |
|----------------------------|---|
| Media employed | LCD, whiteboard, websites (myITS Classroom). |
| Assessments and Evaluation | CLO-1: Question no 1 in midterm exam (15%) CLO-2: Question no 2 in midterm exam (15%) CLO-3: Assignment 1 (5%), question no 4 in midterm exam (20%), Quiz 2 (5%) CLO-4: Question no 1 in final exam (20%), question no 2 in final exam (20%) |
| Reading List | Unity Game Programming |