

PROPOSAL TO INTRODUCE A NEW COURSE

(formerly known as subject)

1. COURSE DETAILS

1.1 Course ID GENE1014

1.2 Course name - Long
Designing and Creating Computer Games

1.3 Course name - Abbreviated
Computer Game Design

1.4 Course Authority Amir Michail **ext/email** 55930/amichail@cse.unsw.edu.au

1.5 Organisational Unit responsible for course

School: School of Computer Science and Engineering **Faculty:** Engineering

Academic Group Code (Faculty): ENG

Academic Organisation Code (Owner): COMPSCI

1.6 Justification of Proposal

The academic objectives of the proposed course are three-fold: (1) to demonstrate fundamental computer science principles through computer games; (2) to demonstrate how art and science can mix to produce compelling computer games; and (3) to actually have the students build a computer game of their choosing.

The proposed course meets the following objectives of the general education program:

- Objective 7: To provide structured opportunities for students from disparate disciplines to interact cooperatively within a learning situation.
- Objective 8: To provide opportunities for students to explore discipline and paradigm bases other than those of their professional or major disciplinary specialisation through non-specialist subjects offered in those other areas.
- Objective 9: To provide an environment in which students are able to experience the benefits of moving beyond the knowledge boundaries of a single discipline and explore cross and interdisciplinary connections.
- Objective 10: To provide a learning environment and teaching methodology in which students can bring the approaches of a number of disciplines to bear on a complex problem or issue.

1.7 Consultation Process

None

1.8 Units of credit (UOC) Session/s offered Hours Per Week
Likely S2, otherwise S1
HPW 2

1.9 Pre-requisites: NONE
Co-requisites: NONE
Exclusions: Not available to CSE students.

1.10 Proposed Entry in the Faculty Handbook
UC3 HPW 2
Prerequisites: None
Exclusions: Not available to CSE students.

Students will work in groups to create a computer game of their choosing using "Game Maker". (See <http://www.gamemaker.nl>.) With Game Maker, students can use simple drag-and-drop actions to create professional looking games without having to write any code in a traditional programming language. Each week, there will be a one hour lecture followed by one hour of supervised group work on the game. Lectures will cover both the art (e.g., liberal arts, the social sciences, and psychology) and science (e.g., computer graphics, artificial intelligence, human-computer interaction, security, distributed programming, and simulation) of computer game design.

1.11 Is this course replacing an existing course?

YES
NO X

1.12 Undergraduate

1.13 Elective

1.14 Program stage

Non-CSE students can take this course at any stage in their program.
The course will likely be first offered in 2005s2, otherwise 2005s1.

1.15 Program/s in which course is be available

The course can be taken by any non-CSE students.

1.16 Proposed teaching methods and assessment practices

Assessment will involve a major group project and a final exam.

1.17 Assessment grades to be used

full range of grades

1.18 Mode of delivery

Internal X
External
Other (specify)

1.19 Information Technology Requirements for students

Limited resources available in the school. Students expected to use their own Windows computer for game development. (There is a free version of Game Maker that they can use.)

1.20 Textbooks

Text: Rollings, A., Adams, E., On Game Design, New Riders Publishing, 2003, ISBN 1-5927-3001-9.

Other References:

- Salen, K., Zimmerman, E., Rules of Play: Game Design Fundamentals, The MIT Press, 2004, ISBN 0-262-24045-9.
- Rollings, A., Morris, D., Game architecture and design, New Riders Publishing, 2003, ISBN 0-73571363-4.
- Crawford, C., On Game Design, New Riders Publishing, 2003, ISBN 0-13-146099-4.

1.21 Industrial experience component

Not applicable.

2. RESOURCE STATEMENT

2.1 Enrolments

Estimated or proposed enrolments for the next three years.

2005: >= 100

2006: >= 100

2007: >= 100

2.2 Resource Requirements

Standard CSE laboratories.

Staffing Requirements:

Hours per week

2 Full-time Academic Staff

0 Part-time Teaching Staff

0 General Staff

Field Costs: N/A

Studio/Laboratory Requirements: N/A

Materials Requirements: N/A

Equipment Costs: N/A

Computing Requirements: N/A

Library Requirements: Standard textbook requirements for a course of this size.

Capital Funds Requirements: N/A

2.3 Servicing Implications:

Not applicable.

2.4 Teaching Arrangements:

(i) Will other units contribute on a regular basis to the teaching of this course?

YES

NO X

(ii) If so, which units are involved and what proportion of the course will they teach?

2.5 Alternative Delivery Arrangements:

Not applicable.

2.6 Details of Tuition Fees:

Proposed fee: Standard for a GenEd course.

3. AUTHORISATION

3.1 University Librarian's Endorsement

I have examined the Library needs related to the above proposal and certify that existing Library holdings, staffing, services and accommodation are adequate / inadequate (delete one) to cover the demands that are inherent in it.

Appropriate arrangements for the use of digitised material to support this course have been made by the Course Authority with the University Librarian.

Further Comments:

University Librarian
/ /2004

3.2 Head of School's Approval

I have examined the resource implications of the above proposal in regard to staff, space, materials, equipment, capital funds, and computing, and certify that the School can cover the demands that are inherent in it.

Further Comments:

Head of School
/ /2004

3.3 Dean's Approval

I have examined the resource implications of the above proposal in regard to staff, space, materials, equipment, capital funds, and computing, and certify that:

- 3.3.1 (i) the proposal involves no additional resources. (A statement from the Head of School explaining how this can be achieved must be provided); or
- (ii) the proposal involves additional resources and it is proposed to redeploy existing resources within the faculty. (A statement from the Head of School explaining how this will be achieved must be provided); or
- (iii) the proposal involves additional resources to be obtained as set out below; or
- (iv) the additional resources essential to bring the proposal into effect cannot be found within resources available to the faculty.

3.3.2 Fees (delete if not applicable):

- a fee will not be charged for this program (other than HECS)
- a fee will be charged for this program for local fee-paying students
- a fee will be charged for international students

If a fee is to be charged the Dean certifies as follows:

I have ensured that the Vice-Chancellor has been advised of the proposed fee arrangements, and note that approval of fee arrangements is needed before the new program can be implemented.

3.3.3 the proposal conforms to the University's commitment to Equal Opportunity in Education.

Statement from Head of School on Source of Additional Resources and/or Further Comments:
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Dean
/ /2004

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