UNIVERSITI TEKNOLOGI MARA

CGD483: LEVEL DESIGN

Course Name (English)	LEVEL DESIGN `APPROVED`
Course Code	CGD483

MQF Credit	3

Course Description	The course provides a foundation in the tools, techniques and production methods to explore level design & documentation, including levels/stages/world building, level aesthetics, level architecture, level connection with storytelling, atmosphere & characters, and level environmental modelling.

Transferable Skills	Communication Dependability Organization

Teaching Methodologies	Lectures, Discussion, Self-directed Learning

CLO	CLO1 Describe basic level design theory (C1, PO1). CLO2 Build level design stages from start to completion (P3, PO7) CLO3 Demonstrate level design theory into a game project (A3, PO3)

Pre-Requisite Courses	No course recommendations

Topics
1. Introduction to Level Design 1.1) N/A
2. Introduction to Game Play 2.1) N/A
3. Building a Simple Level 3.1) N/A
4. Team Roles and the Pipelines 4.1) N/A
5. Basic Level Design Theory 5.1) N/A
6. Refining the Players Experience 6.1) N/A
7. Common Level Design 7.1) N/A
8. Designing and Documentation 8.1) N/A
9. Using a Level Editor 9.1) N/A
10. Basic Building Techniques 10.1) N/A
11. Visual Design 11.1) N/A
12. Theme, Investment and Atmosphere 12.1) N/A

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Formative	20%	CLO1
	Assignment	Summative	20%	CLO3
	Assignment	Formative	30%	CLO1
	Assignment	Summative	30%	CLO2

Reading List	Recommended Text	• Siewiorek, Daniel, Robert S., *Reliable Computer Systems: Design and Evaluation*, Digital Press
	Reference Book Resources	• Totten. C.W, *Level Design: Processes and Experiences*, CRC Press • Totten, C.W., *An Architectural Approach to Level Design*, CRC Press • Galuzin. A., *Preproduction Blueprint: How to Plan Game Environments and Level Designs*, CreateSpace Independent Publishing Platform • Montgomery, Douglas C., *Design and analysis of experiments*, John Wiley & Sons
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	