Course Name (English)	MULTIMEDIA DESIGN MECHANICS APPROVED
Course Code	CGD532

MQF Credit	2

Course Description	This course introduces to craft design mechanics that create a challenging, enjoyable and well-balanced multimedia project. Students will discover at what stage to prototype, test, and implement design mechanics in a multimedia project, and learn how to visualize and simulate design mechanics in order to design better multimedia applications.

Transferable Skills	1. Recall variety of design mechanic methods for multimedia development 2. Perform multiple design mechanics development on a multimedia project 3. Work as an individual, as well as a team to apply multimedia design mechanics

Teaching Methodologies	Lectures, Blended Learning, Studio, Demonstrations, Field Trip

CLO	CLO1	Discover multimedia design mechanics theory and definition
	CLO2	Demonstrate design mechanic knowledge into multimedia development
	CLO3	Perform independently to apply multimedia design mechanics in a team project

Pre-Requisite Courses	No course recommendations

Topics
1. Introduction and History of Multimedia Design Mechanic 1.1) N/A
2. Designing Mechanics 2.1) N/A
3. Emergence and Progression 3.1) N/A
4. Complex Systems and the Structure of Emergence 4.1) N/A
5. Internal Workflow 5.1) N/A
6. Machinations 6.1) N/A
7. Common Design Mechanisms 7.1) N/A
8. Design Patterns 8.1) N/A
9. Simulating and Balancing Application 9.1) N/A
10. Designing Application 10.1) N/A
11. Integrating Multimedia Design and Mechanics 11.1) N/A
12. Progression Design Mechanisms 12.1) N/A

13. Meaningful Design Mechanics
13.1) N/A

14. Final Presentation
14.1) N/A

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Design mechanic proposal into game development	30%	CLO2
	Assignment	Quiz for the understanding of the theory and history of Multimedia Design Mechanic	30%	CLO1
	Assignment	Final Project on game design mechanic development.	40%	CLO3

Reading List	Recommended Text	**Tay Vaughan 2014, *Multimedia Making It Work*, McGraw-Hill Osborne Media, [ISBN: ISBN-10: 0071]**
		E. Granum 2914, *Virtual Interaction: Interaction in Virtual Inhabited 3D Worlds*, Springer [ISBN: ISBN-10: 1849]
		Frank Thissen 2014, *Screen Design Manual: Communicating Effectively Through Multimedia*, Springer [ISBN: ISBN-10: 3642]
		Dorian Peters 2013, *Interface Design for Learning: Design Strategies for Learning Experiences*, New Riders [ISBN: ISBN-10: 0321]
		Alistair G. Sutcliffe 2013, *Designing Effective and Usable Multimedia Systems*, Springer, [ISBN: ISBN-10: 1475]
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	