



## UNIVERSITI TEKNOLOGI MARA

### CGD620: GAME PRODUCTION

<b>Course Name (English)</b>	GAME PRODUCTION APPROVED
<b>Course Code</b>	CGD620
<b>MQF Credit</b>	10
<b>Course Description</b>	This course aims at developing student with knowledge and skills about game project development process. This subject is run through block release that relies on independent learning and discussions with experts from the industry.
<b>Transferable Skills</b>	Research and Analytical Skills, Information Technology, Personal Motivation, Organisation and Time Management
<b>Teaching Methodologies</b>	Lectures, Blended Learning, Studio, Simulation Activity, Problem Based Learning (PBL), Industrial Talk
<b>CLO</b>	CLO1 Create at least one (1) prototype in a group/organization (CLO 5) CLO2 Solve problems within various situations (CLO 6) CLO3 3. Learn new concepts in relation to game design (CLO 7) CLO4 Pitch ideas and concepts (CLO 8)
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	<b>1. Topics varies, achievements is based on agreement between students, Industrial expert (coach) and an academic staff, however, all learning should be directed towards achieving the outcomes.</b> 1.1) N/A

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Final Project	Work Based Learning assessments are based on agreed task between students, lecturers and industrial partners	10%	CLO4
	Final Project	Work Based Learning assessments are based on agreed task between students, lecturers and industrial partners	15%	CLO2
	Final Project	Work Based Learning assessments are based on agreed task between students, lecturers and industrial partners	25%	CLO3
	Final Project	Work Based Learning assessments are based on agreed task between students, lecturers and industrial partners	50%	CLO1

Reading List	Recommended Text	<ul style="list-style-type: none"> <li>Jonathan Cooper 2019, <i>Game Anim</i>, A K PETERS [ISBN: 1138094870]</li> </ul>
	Reference Book Resources	<ul style="list-style-type: none"> <li>John Maeda 2006, <i>The Laws of Simplicity</i>, MIT Press (MA) [ISBN: 9780262134729]</li> <li>John Dewey 1997, <i>How We Think</i>, Courier Corporation [ISBN: 9780486298955]</li> <li>Tim Brown 2009, <i>Change by Design</i>, HarperBusiness [ISBN: 9780061766084]</li> <li>Martin Heidegger 2013, <i>The Question Concerning Technology, and Other Essays</i>, Harper Perennial Modern Classics [ISBN: 0062290703]</li> <li>Heather Maxwell Chandler 2013, <i>The Game Production Handbook</i>, Jones &amp; Bartlett Publishers [ISBN: 1449688098]</li> <li>Renee Dunlop 2014, <i>Production Pipeline Fundamentals for Film and Games</i>, Routledge [ISBN: 0415812291]</li> <li>Heather Maxwell Chandler 2009, <i>The Game Production Handbook</i>, Jones &amp; Bartlett Publishers [ISBN: 1934015407]</li> <li>Tynan Sylvester 2013, <i>Designing Games</i>, "O'Reilly Media, Inc." [ISBN: 9781449337933]</li> <li>Jeannie Novak 2011, <i>Game Development Essentials: An Introduction</i>, Cengage Learning [ISBN: 1111307652]</li> </ul>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	