



UNIVERSITI TEKNOLOGI MARA

NMC451: PRINCIPLES OF GAME CONTENT

Course Name (English)	PRINCIPLES OF GAME CONTENT APPROVED				
Course Code	NMC451				
MQF Credit	3				
Course Description	Starting from the early form of game, 8-bity games to modern 3D games, computer games have gone through a remarkable evolution. Games and interactivity is also one of the fastest rising industries. Through this course, students will be introduced to the world of computer and video games. Students will be esposed to the theory aspect as well as the practicality of it using the game engine known as Unity. Developing game content, creating interactive design and workflow as well from concept to final design are the component that will be introduced to students.				
Transferable Skills	1. Game Designing 2. Game Content Creation 3. Games Storytelling 4. Game Prototype Creation				
Teaching Methodologies	Lectures, Studio, Field Trip, Case Study, Practical Classes, Tutorial, Discussion, Presentation, Small Group Sessions , Directed Self-learning , Computer Aided Learning, Supervision, Industrial Talk				
CLO	CLO1 Explain the history and evolution of games, game design components and its genres CLO2 Create a game design document with the aplication of visual communication CLO3 Produce a game protoypte complete with the process of interactive flowchart				
Pre-Requisite Courses	No course recommendations				
Reading List	<table border="1"><tr><td>Recommended Text</td><td>• Ernest Adams 2013, <i>Fundamentals of Game Design</i>, Pearson Education [ISBN: 0321929675]</td></tr><tr><td>Reference Book Resources</td><td>• Jeannie Novak 2011, <i>Game Development Essentials: An Introduction</i>, Cengage Learning [ISBN: 1111307652] • Jesse Schell 2008, <i>The Art of Game Design</i>, CRC Press [ISBN: 0123694965] • Rudolf Kremers 2009, <i>Level Design</i>, A K Peters, Ltd. [ISBN: 1568813384] • Katie Salen, Eric Zimmerman 2006, <i>The Game Design Reader</i>, MIT Press [ISBN: 0262195364]</td></tr></table>	Recommended Text	• Ernest Adams 2013, <i>Fundamentals of Game Design</i> , Pearson Education [ISBN: 0321929675]	Reference Book Resources	• Jeannie Novak 2011, <i>Game Development Essentials: An Introduction</i> , Cengage Learning [ISBN: 1111307652] • Jesse Schell 2008, <i>The Art of Game Design</i> , CRC Press [ISBN: 0123694965] • Rudolf Kremers 2009, <i>Level Design</i> , A K Peters, Ltd. [ISBN: 1568813384] • Katie Salen, Eric Zimmerman 2006, <i>The Game Design Reader</i> , MIT Press [ISBN: 0262195364]
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Article/Paper List	This Course does not have any article/paper resources				
Other References	This Course does not have any other resources				