



UNIVERSITI TEKNOLOGI MARA

CGD423: INTRODUCTION TO CREATIVE GAME DESIGN

Course Name (English)	INTRODUCTION TO CREATIVE GAME DESIGN APPROVED
Course Code	CGD423
MQF Credit	3
Course Description	This subject is the early exposure for the student with the world of game design
Transferable Skills	Communication, problem solving and teamwork
Teaching Methodologies	Lectures, Case Study, Discussion, Self-directed Learning
CLO	CLO1 Identify appropriate design for game (C1, PO1). CLO2 Follow game design principle and fundamental (A1, PO2). CLO3 Perform team work towards a good game design practice (A2, PO3).
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction to Games and Game design 1.1) N/A	
2. Game Genres I 2.1) N/A	
3. Game Genres II 3.1) N/A	
4. Game Structure 4.1) N/A	
5. Platform and Game Mechanics 5.1) N/A	
6. Goals and Perspective 6.1) N/A	
7. Game Story and Difficulties 7.1) N/A	

Assessment Breakdown		%		
Continuous Assessment		100.00%		
Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	n/a	20%	CLO2
	Assignment	n/a	60%	CLO3
	Individual Project	n/a	20%	CLO1
Reading List	Recommended Text	<ul style="list-style-type: none"> • Nielsen, S.E., Smith, J.H., & Tosca, S.P 2015, <i>Understanding Video Games: The Essential Introduction</i> • Tracy Fullerton 2014, <i>Game Design Workshop, Third Edition: A Playcentric Approach to Creating Innovative Games (Gama Network Series)</i> • Wolfgang Baur 2012, <i>Complete Kobold Guide to Game Design</i> • Lau K. W. 2012, <i>A study of students' learning experiences in creativity training in design education: An empirical research in virtual reality</i>, Journal of Design Research • McFarland 2012, <i>Game Design: How to Create Video and Tabletop Games, Start to Finish</i> 		
Article/Paper List	This Course does not have any article/paper resources			
Other References	This Course does not have any other resources			