



UNIVERSITI TEKNOLOGI MARA
CGD433: STORYBOARDING AND CHARACTER DEVELOPMENT

Course Name (English)	STORYBOARDING AND CHARACTER DEVELOPMENT APPROVED
Course Code	CGD433
MQF Credit	3
Course Description	This course provide the student with the basic knowledge storyboarding and character development in order to understand the process of game design
Transferable Skills	Organisation Adaptability
Teaching Methodologies	Lectures, Discussion, Self-directed Learning, Project-based Learning
CLO	CLO1 Define on game story & character development (C1, PO1). CLO2 Construct good game story for a script writing (P3, PO2). CLO3 Form an interesting story for a mock-pitching session (A2, PO7).
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction to Writing for Game 1.1) N/A	
2. Creating the Concept 2.1) N/A	
3. Building Your Story 3.1) N/A	
4. Game Storytelling Devices 4.1) N/A	
5. Character Types 5.1) N/A	
6. Character Development 6.1) N/A	
7. Verbal Character Development 7.1) N/A	
8. Gameplay & Story 8.1) N/A	
9. Testing Story Content 9.1) N/A	
10. Understanding Postproduction 10.1) N/A	
11. Working in the Industry 11.1) N/A	
12. Implementing Story into Action 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%	CLO2
	Assignment	Summative	20%	CLO3
	Assignment	Formative	30%	CLO1
	Assignment	Summative	30%	CLO3
Reading List	Recommended Text	<ul style="list-style-type: none"> • Giuseppe Cristiano, <i>The Storyboard Artist: A Guide to Freelancing in Film, TV and Advertising</i>, Michael Wiese Productions • S. Paex, A. Jew, <i>Professional Storyboarding: Rules of Thumb</i> • L. Sheldon, <i>Character Development and Storytelling for Games</i>, Cengage Learning PTR • C. Totten, <i>Game Character Creation with Blender and Unity</i>, Sybex • D. H. Rousseau, B. R. Philips, <i>Storyboarding Essentials: SCAD Creative Essentials</i>, Watson-Guptill 		
Article/Paper List	This Course does not have any article/paper resources			
Other References	This Course does not have any other resources			