



UNIVERSITI TEKNOLOGI MARA

CGD513: RAPID GAME PROTOTYPING

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| Course Name (English) | RAPID GAME PROTOTYPING APPROVED |
| Course Code | CGD513 |
| MQF Credit | 3 |
| Course Description | This course is essential for student to understand the needs of user centered design |
| Transferable Skills | Team work, Communication, Dependability |
| Teaching Methodologies | Lectures, Studio, Discussion, Self-directed Learning, Supervision, Collaborative Learning, Project-based Learning |
| CLO | CLO1 Apply the concept & theory of rapid prototyping of games into real working life (C3, PO7). CLO2 Build a game using selected rapid prototyping software on the concept given (P3, PO2). CLO3 3. Practice the rapid games prototype in a teamwork (A5, PO3). |
| Pre-Requisite Courses | No course recommendations |
| Topics | |
| 1. Introduction to Game Prototyping 1.1) N/A | |
| 2. Physical Prototyping 2.1) N/A | |
| 3. Prototyping Original Game Ideas 3.1) N/A | |
| 4. Introduction to Digital Prototyping 4.1) N/A | |
| 5. Prototyping Tools 5.1) N/A | |
| 6. Considerations of Prototyping Tools 6.1) N/A | |
| 7. Introduction to RGP Software 1 7.1) N/A | |
| 8. Introduction to RGP Software 2 8.1) N/A | |
| 9. Introduction to RGP Software 3 9.1) N/A | |
| 10. Introduction to RGP Software 4 10.1) N/A | |
| 11. Prototyping for Game Feel 11.1) N/A | |
| 12. Selecting Viewpoints 12.1) N/A | |
| 13. Effective Interface Design 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 |
|----------------------------------|--------------------|---|-----------------|------|
| | Group Project | presentation, sharing, critique | 40% | CLO3 |
| | Individual Project | presentation, critique, sharing session | 30% | CLO1 |
| | Individual Project | presentation, critique, sharing session | 30% | CLO2 |

| Reading List | Reference Book Resources |
|--------------|---|
| | <ul style="list-style-type: none"> GameSalad, Jeannie Novak 2013, <i>The Official GameSalad Guide to Game Development</i>, Cengage Learning [ISBN: 1133605648] Jeremy Gibson Bond 2014, <i>Introduction to Game Design, Prototyping, and Development</i>, Addison-Wesley Professional [ISBN: 9780133439625] |

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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 |