



UNIVERSITI TEKNOLOGI MARA

CGD562: CRITICAL ANALYSIS IN GAME

Course Name (English)	CRITICAL ANALYSIS IN GAME APPROVED
Course Code	CGD562
MQF Credit	2
Course Description	This course focus on the critical skills of game analysis to produce best solution in game development.
Transferable Skills	Dependability, Organization, Adaptability
Teaching Methodologies	Lectures, Blended Learning, Inquiry-based Learning, Case Study, Reading Activity, Discussion, Supervision
CLO	CLO1 Recognise the method of evaluating games CLO2 Dissect previous case studies on selective games (P5, PO4) CLO3 Propose game refinements after critique sessions
Pre-Requisite Courses	No course recommendations
Topics	
1. Visual Analysis 1.1) N/A	
2. User Experience Studies and User Interaction 2.1) N/A	
3. Case Studies / Comparative Studies 3.1) N/A	
4. Game Critiques 4.1) N/A	
5. Game Improvements 5.1) N/A	
6. Final Presentation 6.1) N/A	

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Case Study	use the theories or methods from assignment 1 to evaluate current games	30%	CLO2
	Group Project	Based from the findings of assignment 2, propose solutions or alternatives	40%	CLO3
	Individual Project	explore available methods or theories on game evaluation	30%	CLO1

Reading List	Recommended Text	<ul style="list-style-type: none"> • Clara Fernández-Vara 2014, <i>Introduction to Game Analysis</i>, Routledge [ISBN: 9781134474134] • Roger B. Myerson 2013, <i>Game Theory</i>, Harvard University Press [ISBN: 9780674728622] • Christian Sebastian Loh, Yanyan Sheng, Dirk Ifenthaler 2015, <i>Serious Games Analytics</i>, Springer [ISBN: 9783319058344] • Lindy Ryan 2016, <i>The Visual Imperative</i>, Morgan Kaufmann [ISBN: 9780128039304]
	Reference Book Resources	<ul style="list-style-type: none"> • Mikolaj Dymek, Peter Zackariasson 2016, <i>The Business of Gamification</i>, Routledge [ISBN: 9781317581444] • Ferdig, Richard E. 2013, <i>Design, Utilization, and Analysis of Simulations and Game-Based Educational Worlds</i>, IGI Global [ISBN: 9781466640191] • James Paul Gee 2014, <i>Unified Discourse Analysis</i>, Routledge [ISBN: 9781317684473] • Saad Ali, Ko Nishino, Dinesh Manocha, Mubarak Shah 2013, <i>Modeling, Simulation and Visual Analysis of Crowds</i>, Springer Science & Business Media [ISBN: 9781461484837] • Ajay Divakaran 2009, <i>Multimedia Content Analysis</i>, Springer Science & Business Media [ISBN: 9780387765693]
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	