UNIVERSITI TEKNOLOGI MARA

CGD630: PLAYTESTING

Course Name (English)	PLAYTESTING `APPROVED`
Course Code	CGD630

MQF Credit	10

Course Description	The aim for this course is to provide student with the knowledge to identify any bugs and technical error while developing best game design. This subject is run through block release that relies on independent learning and discussions with experts from the industry.

Transferable Skills	communication, dependability, teamwork, organization, adaptability, technology literacy

Teaching Methodologies	Work-based Learning

CLO	CLO1	Program a game that is equipped with the fundamental concepts of game design
	CLO2	Develope game according to its appropriate technologies and platforms
	CLO3	Develop a game in groups
	CLO4	Deliver task according to their roles in game development

Pre-Requisite Courses	No course recommendations

Topics
1. Develop games 1.1) N/A

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Final Project	Work Based Learning assessements are based on agreed task between students, lecturers and industrial partners	25%	CLO2
	Final Project	Work Based Learning assessements are based on agreed task between students, lecturers and industrial partners	25%	CLO1
	Final Project	Work Based Learning assessements are based on agreed task between students, lecturers and industrial partners	25%	CLO3
	Final Project	Work Based Learning assessements are based on agreed task between students, lecturers and industrial partners	25%	CLO4

Reading List	This Course does not have any book resources
Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources