



UNIVERSITI TEKNOLOGI MARA

CGD610: PROJECT INITIATION

Course Name (English)	PROJECT INITIATION APPROVED
Course Code	CGD610
MQF Credit	10
Course Description	This block release is allocated to the students for the purpose of planning a project. Students are required to devise a development plan that involves identifying concepts, marketing strategies, and development strategies.
Transferable Skills	1. Apply research skills in the design context 2. Work in preliminary stages of game design 3. Participate in group projects 4. Deliver task through professionalism
Teaching Methodologies	Web Based Learning, Presentation
CLO	CLO1 Identify gaming concepts through research CLO2 Execute pre-production projects and ideation CLO3 Construct game concepts within a group/organization CLO4 Able to deliver required task according to their roles
Pre-Requisite Courses	No course recommendations
Topics	
1. Consultation with the industry 1.1) Identify gaming concept through research	
2. Consultation with the expert in the industry 2.1) Execute pre-production projects and ideation	
3. Consultation with the industry 3.1) Construct game concepts within a group or organization	
4. Consultation with the expert in the industry 4.1) Deliver required task according to their roles	

Assessment Breakdown		%		
Continuous Assessment		100.00%		
Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Practical	Work-Based Learning	25%	CLO1
	Practical	Work-based Learning	25%	CLO2
	Practical	Work-Based Learning	25%	CLO3
	Practical	Work-Based Learning	25%	CLO4
Reading List	Recommended Text	<ul style="list-style-type: none"> • Karen Schrier 2016, <i>Knowledge Games: How Playing Games Can Solve Problems, Create Insight, and Make Change</i>, JHU Press • Tracy Fullerton 2014, <i>Game Design Workshop: A Playcentric Approach to Creating Innovative Games</i>, Third Ed., CRC Press • Keith Burgun 2012, <i>Game Design Theory: A New Philosophy for Understanding Games</i>, CRC Press • Evan Skolnick 2014, <i>Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques</i>, Watson-Guption 		
Article/Paper List	Recommended Article/Paper Resources	<ul style="list-style-type: none"> • Beard, Charlotte L., et al. 2017, Age of Initiation and Internet Gaming Disorder: The Role of Self-Esteem, <i>Cyberpsychology, Behavior, and Social Networking</i>, 397 • Stanley, Sara, and Sue Lyle 2017, Philosophical Play in the Early Years Classroom., <i>Routledge</i> 		
Other References	This Course does not have any other resources			