

Educational Game Development

Course Title: Educational Game Development						
Course Code: CIE60056		Student Workload: 8.50 Hours/ Weeks	Credits: 3 Credits (4.50 ECTS)	Semester: 7 th Semester	Frequency: Odd Semester	Duration: 16 Weeks/ Semester (Lecture: 14 weeks; Midterm assessment: 1 week; Final assessment: 1 week)
1	Types of Courses: Technological Pedagogical Knowledge Course		Contact Hours: Lecturing: 1.67 Hours/ Week; Practical Work: 2.83 Hours/ Week		Independent Study: Self-study: 2.00 Hours/ Week; Structured Assignment: 2.00 Hours/ Week	Class Size: 40 Students
2	Prerequisites for Participation (If Applicable): Object-Oriented Programming					
3	Learning Outcomes: 1. M1: Able to learn the stages of designing and developing learning games (ILO-2) (0,1) 2. M2: Able to create game applications using game engine (ILO-6; ILO-8) (0,2; 0,2) 3. M3: Able to evaluate learning games (ILO-10; ILO-12) (0,2; 0,3)					
4	Subject aims/Content: At the end of the course, students are expected: 1. L1: Able to learn several types of game design and development stages (M1) 2. L2: Able to understand Game development environment using Game Engine (M2) 3. L3: Able to manage 2D and 3D assets on the game engine (M2) 4. L4: Able to test learning performance on games directly and indirectly (M4)					
5	Teaching Methods: Lecturing, Group Discussion, Project-Based Learning					
6	Assessment Methods: Essay, Performance Test, Anecdotal Record/Logbook, Project Assessment					
7	This Course is Used in The Following Study Programme/s as Well: -					
8	Responsibility for Course: Tri Afirianto, S.T., M.T. Wibisono Sukmo Wardhono, S.T., M.T.					
9	Other Information: Bibliography: 1. Borromeo. 2020. Hands-On Unity 2020 Game Development, PACKT. 2. Rahim et, al. 2019. Game-Based Assessment Revisited, Springer.					