MODULE HANDBOOK

Module Name	Pemrograman Game 2D / 2D Game Programming			
Module level, if	Undergraduate			
applicable	Undergraduate			
Code, if applicable	02143252006			
Subtitle, if applicable	02143252000			
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Courses, if applicable	-			
Semester(s) in which	6			
the module is taught	Duri Marrana			
Person responsible for the module	Dwi Maryono			
	Duvi Mamana			
Lecturer	Dwi Maryono			
Language	Indonesian and English			
Relation to curriculum	Undergraduate degree program, elective course in 6th semester			
Type of teaching,	Undergraduate degree program, < 40 students			
contact hours				
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week			
a 1:	Private study: 2 x 60 = 120 minutes (2 hours) per week			
Credit points	2 SKS			
Requirements	A student must have attended at least 75% of the lectures to sit in the			
according to the	exams			
examination				
regulations				
Recommended	Multimedia Dasar / Basic Multimedia			
Prerequisites	Object Oriented Programming			
Module	After completing this module, a student is expected to:			
objectives/intended	No Course Learning Outcome PLO			
learning outcomes	1 Through project-based learning, students PLO-11 apply character animation to 2D games			
	carefully.			
	2 Through project-based learning students are PLO-11			
	able to apply camera settings and shell			
	menus to 2D games carefully.			
	3 Through project-based learning, students are PLO-11			
	able to apply enemy additions to 2D games.			
	4 Through simulation and practice students PLO-11			
	are able to add scoring to 2D games.			
	5 Through simulation and practice, students PLO-11			
	are able to publish 2D games with certain			
	platforms.			
Content	This course contains material on how to develop 2D games: the basics of			
	game creation, scripting, and several types of game genres			
	7, 5			

Study and	Form	Forms of examination:			
examination	No	Course Learning Outcome	Assessment		
requirements and		-	method		
forms of Examination	1	Through project-based learning, students	Project (50%)		
		apply character animation to 2D games carefully.			
	2	Through project-based learning students are able to apply camera settings and shell menus to 2D games carefully.			
	3	Through project-based learning, students are able to apply enemy additions to 2D games.			
	4	Through simulation and practice students are able to add scoring to 2D games.	Hands on (35%)		
	5	Through simulation and practice, students are able to publish 2D games with certain platforms.	Hands on (15%)		
Media employed	LCD, Whiteboard, PowerPoint Slide Presentation, Practical Guidance Video, websites, etc.				
Reading list	[1] Pereira, Venita. Learning Unity 2D Game Development by Example.				
	Packt Publishing Ltd. 2014				
	[2] Henri Suvanto. DEVELOPING 2D GAMES USING UNITY 4.3. Bachelor's				
	Thesis Information Technology. MAMK University of Applied Science.				
	2014				
	[3] https://www.youtube.com/channel/UCBrCPYAEhVCjYJJj1SMyzvA				
	(AbleGamesDev Youtube Channel: Unity 5 2D Mobile Platformer Series)				
	[4]				
	https://www.youtube.com/playlist?list=PLbghT7Mmckl4leNHkPm5bFJhY9				
	GQ0a	GQ0anKN (Unity: 2D Space Shooter Tutorial)			
	[5] https://www.youtube.com/playlist?list=PLsgaKssSvST6Y0c4x3NJz7hgu3_u wR8uA (Unity Tutorial: Creating a Guitar Hero-Like Music Game)				