

MODULE HANDBOOK

Module Name	Pemrograman Game 2D / 2D Game Programming	
Module level, if applicable	Undergraduate	
Code, if applicable	02143252006	
Subtitle, if applicable	-	
Courses, if applicable	-	
Semester(s) in which the module is taught	6	
Person responsible for the module	Dwi Maryono	
Lecturer	Dwi Maryono	
Language	Indonesian and English	
Relation to curriculum	Undergraduate degree program, elective course in 6th semester	
Type of teaching, contact hours	Undergraduate degree program, < 40 students	
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week Private study: 2 x 60 = 120 minutes (2 hours) per week	
Credit points	2 SKS	
Requirements according to the examination regulations	A student must have attended at least 75% of the lectures to sit in the exams	
Recommended Prerequisites	Multimedia Dasar / Basic Multimedia Object Oriented Programming	
Module objectives/intended learning outcomes	After completing this module, a student is expected to:	
	No	Course Learning Outcome
		PLO
	1	Through project-based learning, students 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.
	5	Through simulation and practice, students 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	

Study and examination requirements and forms of Examination	Forms of examination:		
	No	Course Learning Outcome	Assessment method
	1	Through project-based learning, students apply character animation to 2D games carefully.	Project (50%)
	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/UCBrCPYAEhVCjYJJ1SMyzvA (AbleGamesDev Youtube Channel: Unity 5 2D Mobile Platformer Series) [4] https://www.youtube.com/playlist?list=PLbghT7Mmckl4leNHkPm5bFJhY9GQ0anKN (Unity: 2D Space Shooter Tutorial) [5] https://www.youtube.com/playlist?list=PLsgaKssSvST6Y0c4x3NJz7hgu3_uwR8uA (Unity Tutorial: Creating a Guitar Hero-Like Music Game)		