MODULE HANDBOOK

<table>
<tr><td>Module Name</td><td>Pemrograman Game 2D / 2D Game Programming</td></tr>
<tr><td>Module level, if applicable</td><td>Undergraduate</td></tr>
<tr><td>Code, if applicable</td><td>02143252006</td></tr>
<tr><td>Subtitle, if applicable</td><td>-</td></tr>
<tr><td>Courses, if applicable</td><td>-</td></tr>
<tr><td>Semester(s) in which the module is taught</td><td>6</td></tr>
<tr><td>Person responsible for the module</td><td>Dwi Maryono</td></tr>
<tr><td>Lecturer</td><td>Dwi Maryono</td></tr>
<tr><td>Language</td><td>Indonesian and English</td></tr>
<tr><td>Relation to curriculum</td><td>Undergraduate degree program, elective course in 6th semester</td></tr>
<tr><td>Type of teaching, contact hours</td><td>Undergraduate degree program, < 40 students</td></tr>
<tr><td>Workload</td><td>Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week
Private study: 2 x 60 = 120 minutes (2 hours) per week</td></tr>
<tr><td>Credit points</td><td>2 SKS</td></tr>
<tr><td>Requirements according to the examination regulations</td><td>A student must have attended at least 75% of the lectures to sit in the exams</td></tr>
<tr><td>Recommended Prerequisites</td><td>Multimedia Dasar / Basic Multimedia
Object Oriented Programming</td></tr>
<tr><td>Module objectives/intended learning outcomes</td><td>After completing this module, a student is expected to:
<table>
<tr><th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr>
<tr><td>1</td><td>Through project-based learning, students apply character animation to 2D games carefully.</td><td>PLO-11</td></tr>
<tr><td>2</td><td>Through project-based learning students are able to apply camera settings and shell menus to 2D games carefully.</td><td>PLO-11</td></tr>
<tr><td>3</td><td>Through project-based learning, students are able to apply enemy additions to 2D games.</td><td>PLO-11</td></tr>
<tr><td>4</td><td>Through simulation and practice students are able to add scoring to 2D games.</td><td>PLO-11</td></tr>
<tr><td>5</td><td>Through simulation and practice, students are able to publish 2D games with certain platforms.</td><td>PLO-11</td></tr>
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<tr><td>Content</td><td>This course contains material on how to develop 2D games: the basics of game creation, scripting, and several types of game genres</td></tr>
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<tr><td>Study and examination requirements and forms of Examination</td><td>Forms of examination:
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<tr><th>No</th><th>Course Learning Outcome</th><th>Assessment method</th></tr>
<tr><td>1</td><td>Through project-based learning, students apply character animation to 2D games carefully.</td><td rowspan="3">Project (50%)</td></tr>
<tr><td>2</td><td>Through project-based learning students are able to apply camera settings and shell menus to 2D games carefully.</td></tr>
<tr><td>3</td><td>Through project-based learning, students are able to apply enemy additions to 2D games.</td></tr>
<tr><td>4</td><td>Through simulation and practice students are able to add scoring to 2D games.</td><td>Hands on (35%)</td></tr>
<tr><td>5</td><td>Through simulation and practice, students are able to publish 2D games with certain platforms.</td><td>Hands on (15%)</td></tr>
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<tr><td>Media employed</td><td>LCD, Whiteboard, PowerPoint Slide Presentation, Practical Guidance Video, websites, etc.</td></tr>
<tr><td>Reading list</td><td>[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=PLbghT7MmckI4IeNHkPm5bFJhY9GQ0anKN (Unity: 2D Space Shooter Tutorial)
[5] https://www.youtube.com/playlist?list=PLsgaKssSvST6Y0c4x3NJz7hgu3_uwR8uA (Unity Tutorial: Creating a Guitar Hero-Like Music Game)</td></tr>
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