

MODULE HANDBOOK

Module Name	Pemrograman Game 3D / 3D Game Programming													
Module level, if applicable	Undergraduate													
Code, if applicable	02163152013													
Subtitle, if applicable	-													
Courses, if applicable	-													
Semester(s) in which the module is taught	7													
Person responsible for the module	Yusfia Hafid Aristyagama (yusfia.hafid@staff.uns.ac.id)													
Lecturer	Yusfia Hafid Aristyagama													
Language	Indonesian and English													
Relation to curriculum	Undergraduate degree program, elective course in 7th semester													
Type of teaching, contact hours	Undergraduate degree program, < 40 students													
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week Exercise and Assignments: 2 x 60 = 120 minutes (2 hours) 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	Pemrograman Game 3D / 2D Game Programming													
Module objectives/intended learning outcomes	After completing this module, a student is expected to: <table border="1"> <thead> <tr> <th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr> </thead> <tbody> <tr> <td>1</td><td>Paying attention to a case-based practices and examples, students can implement the basic concept/aspect of game component clearly.</td><td>PLO-11</td></tr> <tr> <td>2</td><td>Practicing and implementing a project idea, students can create a simple game prototype using basic of game aspect thoroughly</td><td>PLO-11</td></tr> <tr> <td>3</td><td>Practicing and implementing a project idea, Students can create a simple prototype of VR/AR based learning media thoroughly</td><td>PLO-11</td></tr> </tbody> </table>		No	Course Learning Outcome	PLO	1	Paying attention to a case-based practices and examples, students can implement the basic concept/aspect of game component clearly.	PLO-11	2	Practicing and implementing a project idea, students can create a simple game prototype using basic of game aspect thoroughly	PLO-11	3	Practicing and implementing a project idea, Students can create a simple prototype of VR/AR based learning media thoroughly	PLO-11
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Content	This course introduces 3D game creation using unity 3d. Students are expected to be able to make a simple game prototype at the end of the lesson.													

	● 3D space ● Orientation and Transformation ● C# Programming ● Unity Engine ● Assets, Prefabs, and Scripting ● Programming component in 3D game ● AR dan VR		
Study and examination requirements and forms of Examination	Forms of examination:		
	No	Course Learning Outcome	PLO
	1	Paying attention to case-based practices and examples, students can implement the basic concept/aspect of the game component clearly.	Task Portfolios (20%)
	2	Practicing and implementing a project idea, students can create a simple game prototype using basic of game aspect thoroughly	Project (40%)
	3	Practicing and implementing a project idea, Students can create a simple prototype of VR/AR based learning media thoroughly	Project (40%)
Media employed	LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.		
Reading list	1. http://unity3d.com/learn/tutorials 2. Maciek Szczesnik. Unity 5.x Cookbook Animation. 2016 3. Alan Thorn. Unity by Example. 2016		