MONASH University
Information Technology

FIT3023
Interactive environments

Unit Guide

Semester 2, 2010

The information contained in this unit guide is correct at time of publication. The University has the right to change any of the elements contained in this document at any time.

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FIT3023 Interactive environments - Semester 2, 2010

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Introduction

Welcome to FIT3023, Interactive Environments.

The purpose of this unit information is to give you an overview of the unit, the content of the unit, the way the unit will be taught and the method of assesment. It is very important that you read this material thoroughly - if you are unsure about any of the issues listed you should consult your unit adviser as soon as possible. This document represents your contract of study in this unit for the current semester.

As games have developed over the years from humble, almost abstract beginnings, so too has the desire to merge gaming with the narrative tradition. Advances in technology have seen games begin to rival cinema in terms of sound and visual effects, but are they competing within the same paradigm? Students will learn to differentiate between modes of interactivity, and to navigate the representational issues invoked by combining the sometime conflicting narrative models they employ.

Unit synopsis

In this unit students will study the various types of interaction, simulation and visualisation related to creating interactive games based content, covering topics such as genres of immersive interactive environments as well as the principles and techniques of game design and game play. In addition, students will learn how to design and develop their own immersive and interactive environments following industry development methods.

Learning outcomes

At the completion of this unit students will have -
A theoretical and conceptual understanding of:

- the principles underlying interactive environments;
- a wide variety of interactive and immersive environments;
- the impact of a variety of interactive environments on audiences/users;
- industry requirements in developing a commercial product, including production teams, production phases, development environments and marketing issues.

Developed attitudes that enable them to:

- appreciate the ethical issues involved with game development;
- value the contributions of peers, cooperating within the class unit, reflecting the development team in industry.

Developed the skills to:

- create an interactive environment using a set middleware or authoring tool.

Demonstrated the teamwork skills necessary to:

- critically discuss developmental processes and techniques within a group environment.

Contact hours

1 hr lecture/wk, 3 hrs laboratories/wk

Workload

For on campus students, workload commitments are:

- one-hour lecture and
- three-hour laboratory, sometimes requiring advance preparation and
- a minimum of 2-3 hours of personal study for every hour of contact time in order to satisfy reading and assignment expectations

Unit relationships

Prerequisites

FIT2015 or DIS1911

Prohibitions

MMS3405

Teaching and learning method

Teaching approach

Lectures in this subject will cover a range of theory related to games, interactivity and implementation of 3D environments. Students are expected to integrate this theory into their assignment tasks.

Laboratory classes will provide instruction of technical skills necessary to complete assessment tasks, as well as an opportunity to get feedback on assessment progress.

Timetable information

For information on timetabling for on-campus classes please refer to MUTTS, http://mutts.monash.edu.au/MUTTS/

Tutorial allocation

On-campus students should register for tutorials/laboratories using the Allocate+ system: http://allocate.its.monash.edu.au/

Unit Schedule

Week	Date*	Topic	References/Readings	Key dates
1	19/07/10	Introduction		
2	26/07/10	Philosophy of interactivity	Chapter 1	
3	02/08/10	Audience expectations		
4	09/08/10	Interactivity Design	Chapter 4	Assignment 1 Due
5	16/08/10	Sound and music in an environment	Chapter 8	
6	23/08/10	Emotion in Interactivity	Chapter 5	
7	30/08/10	Introduction to Unity		
8	06/09/10	Workflow of Interaction Design Planning		Assignment 2 Part 1 Due
9	13/09/10	UI Design		
10	20/09/10	Camera Design and Cinematography		
Mid semester break				
11	04/10/10	Interaction Design in Unity		
12	11/10/10	Presentations		Assignment 2 Part 2 due

*Please note that these dates may only apply to Australian campuses of Monash University. Off-shore students need to check the dates with their unit leader.

Improvements to this unit

The middleware teaching has been expanded by introducing Unity in 2010

Unit Resources

Prescribed text(s) and readings

There is no required text in this unit.

Recommended text(s) and readings

There is no recommended text in this unit

Required software and/or hardware

Maya 2010, Autodesk

Unity

Software will be available in the tutorial labs for student access.

Software may be:

- purchased at academic price at good software retailers

Equipment and consumables required or provided

Students may use the facilities available in the computing labs. Information about computer use for students is available from the ITS Student Resource Guide in the Monash University Handbook. You will need to allocate up to **8** hours per week for use of a computer, including time for newsgroups/discussion groups.

Study resources

Study resources we will provide for your study are:

The FIT3023 web site on MOODLE, where lecture slides, weekly tutorials, assignment specifications and supplementary material will be available.

Assessment

Overview

Practical Assignments: 100%

Faculty assessment policy

To pass a unit which includes an examination as part of the assessment a student must obtain:

- 40% or more in the unit's examination, and
- 40% or more in the unit's total non-examination assessment, and
- an overall unit mark of 50% or more.

If a student does not achieve 40% or more in the unit examination or the unit non-examination total assessment, and the total mark for the unit is greater than 50% then a mark of no greater than 49-N will be recorded for the unit.

The unit is assessed with two assignments. To pass the unit you must:

- achieve no less than 50% in the combined assessment

Assignment tasks

Assignment coversheets

Assignment coversheets are available via "Student Forms" on the Faculty website:
http://www.infotech.monash.edu.au/resources/student/forms/
You MUST submit a completed coversheet with all assignments, ensuring that the plagiarism declaration section is signed.

Assignment submission and return procedures, and assessment criteria will be specified with each assignment.

Assignment submission and preparation requirements will be detailed in each assignment specification. Submission must be made by the due date otherwise penalties will be enforced. You must negotiate any extensions formally with your campus unit leader via the in-semester special consideration process: http://www.infotech.monash.edu.au/resources/student/equity/special-consideration.html.

- **Assignment task 1**

  Title:
  Analysis of existing Interaction Design
  Description:
  Students will analyse an existing Interactive Environment and perform a presentation regarding how the program exhibits good examples of interaction design.
  Weighting:
  30%
  Criteria for assessment:
  Students will be assessed in:

  - Appropriate identification and description of Interactivity Theory

- ◊ Audience breakdowns
- ◊ Use of Narrative
- ◊ Fulfilment of Expectations

♦ Presentation of Findings

Please refer to supplied brief on MOODLE for detailed description of this assignment

Due date:

During your Week 4 lab class

- **Assignment task 2**

Title:

Interactive Environment

Description:

This assignment has three parts.

PART 1
Students will form groups and design an interactive environment. This design will be presented to the rest of the class during the Week 8 lab.

PART 2
Students will create a functioning prototype and test design assumptions. The prototype and test phase findings will be presented to the class during the Week 12 lab.

PART 3
Students will complete the interactive assignment and submit it.

Weighting:

Part 1:20%, Part 2:20%, Part 3:30%

Criteria for assessment:

Students will be assessed on:

PART 1:
Design of the environment
Creativity and originality of design
Reference to and adherence to design principles in relation to audience expectations
Presentation of the design to a class of peers

PART 2:
Design of a suitable prototype for testing
Design and implementation of an appropriate testing schema based on relevant interactive design principles
Presentation of the testing results to a class of peers

PART 3:
Creation of environment
Design of interactivity in the environment
Implementation of interactivity and sound in the environment

Please refer to the provided assignment brief on Moodle for a detailed list of the criteria for assessment

Due date:

Part 1: In the Week 8 lab, Part 2: In the Week 12 lab, Part 3: 3pm Friday November 5th (Week 15)

Due dates and extensions

Please make every effort to submit work by the due dates. It is your responsibility to structure your study program around assignment deadlines, family, work and other commitments. Factors such as normal work pressures, vacations, etc. are not regarded as appropriate reasons for granting extensions. Students are advised to NOT assume that granting of an extension is a matter of course.

Students requesting an extension for any assessment during semester (eg. Assignments, tests or presentations) are required to submit a Special Consideration application form (in-semester exam/assessment task), along with original copies of supporting documentation, directly to their lecturer within two working days before the assessment submission deadline. Lecturers will provide specific outcomes directly to students via email within 2 working days. The lecturer reserves the right to refuse late applications.

A copy of the email or other written communication of an extension must be attached to the assignment submission.

Refer to the Faculty Special consideration webpage or further details and to access application forms: http://www.infotech.monash.edu.au/resources/student/equity/special-consideration.html

Late assignment

Assignments received after the due date will be subject to a penalty of **10% per day, or part thereof.**

Return dates

Students can expect assignments to be returned within two weeks of the submission date or after receipt, whichever is later.

Feedback

Types of feedback you can expect to receive in this unit are:

Informal feedback on progress in labs/tutes

Graded assignments with comments

Test results and feedback

Appendix

Please visit the following URL: http://www.infotech.monash.edu.au/units/appendix.html for further information about:

- Continuous improvement
- Unit evaluations
- Communication, participation and feedback
- Library access
- Monash University Studies Online (MUSO)
- Plagiarism, cheating and collusion
- Register of counselling about plagiarism
- Non-discriminatory language
- Students with disability
- End of semester special consideration / deferred exams