FIT3023
Interactive environments

Unit Guide

Semester 1, 2011

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 1, 2011

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.

Mode of Delivery

Berwick (Day)

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

Prohibitions

MMS3405

Prerequisites

FIT2015 or DIS1911

Chief Examiner

Derrick Martin

Campus Lecturer

Berwick

Derrick Martin

Contact hours: Thursday 2-4, Friday 11-1

Learning Objectives

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.

Graduate Attributes

Monash prepares its graduates to be:

1. responsible and effective global citizens who:

a. engage in an internationalised world
b. exhibit cross-cultural competence
c. demonstrate ethical values

critical and creative scholars who:

a. produce innovative solutions to problems
b. apply research skills to a range of challenges
c. communicate perceptively and effectively

Assessment Summary

Practical Assignments: 100%

Assessment Task	Value	Due Date
Analysis of existing Interaction Design	30%	During your Week 4 tutorial class
3D Assets for Interaction	30%	During your Week 9 tutorial class
Interactive Environment	40%	Friday 10 June 2011, 3pm

Teaching Approach

Lecture and tutorials or problem classes

This teaching and learning approach provides facilitated learning, practical exploration and peer learning.

Feedback

Our feedback to You

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

Your feedback to Us

Monash is committed to excellence in education and regularly seeks feedback from students, employers and staff. One of the key formal ways students have to provide feedback is through SETU, Student Evaluation of Teacher and Unit. The University's student evaluation policy requires that every unit is evaluated each year. Students are strongly encouraged to complete the surveys. The feedback is anonymous and provides the Faculty with evidence of aspects that students are satisfied and areas for improvement.

For more information on Monash's educational strategy, and on student evaluations, see:
http://www.monash.edu.au/about/monash-directions/directions.html
http://www.policy.monash.edu/policy-bank/academic/education/quality/student-evaluation-policy.html

Previous Student Evaluations of this unit

If you wish to view how previous students rated this unit, please go to
https://emuapps.monash.edu.au/unitevaluations/index.jsp

Required Resources

Maya 2011, Autodesk

Unity

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

Software may be:

- purchased at academic price at good software retailers

Unit Schedule

Week	Date*	Activities	Assessment
0	21/02/11		No formal assessment or activities are

			undertaken in week 0
1	28/02/11	Introduction	
2	07/03/11	Philosophy of interactivity	
3	14/03/11	Audience expectations	
4	21/03/11	Interactivity Design	Assignment 1 due during tutorial class
5	28/03/11	Sound and music in an environment	
6	04/04/11	Emotion in Interactivity	
7	11/04/11	Introduction to Unity	
8	18/04/11	Workflow of Interaction Design Planning	
Mid semester break			
9	02/05/11	UI Design	Assignment 2 due during tutorial class
10	09/05/11	Camera Design and Cinematography	
11	16/05/11	Interaction Design in Unity	
12	23/05/11	Interaction Design in Unity 2	
	30/05/11	SWOT VAC	No formal assessment is undertaken SWOT VAC

*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.

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

Assessment Tasks

Participation

- **Assessment 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 tutorial class

• **Assessment task 2**

Title:
3D Assets for Interaction
Description:
Students will construct appropriate 3D assets for an Interactive Environment and import them into Unity to ensure their construction has been successful.
Weighting:
30%
Criteria for assessment:
You will be assessed through:

♦ Completeness of 3D objects.
♦ The design of the type and level of interactivity.
♦ A presentation of the design to a group of peers.
♦ Adherence to the brief.

Please refer to the supplied brief on MOODLE for a detailed description of this assignment.
Due date:
During your Week 9 tutorial class

• **Assessment task 3**

Title:
Interactive Environment
Description:
Students will take the 3D assets created in Assignment 2 and build an interactive environment that exhibits good design practices.
Weighting:
40%
Criteria for assessment:
You will be assessed through:

♦ Completeness and appropriateness of interactions.
♦ Degree of complexity of the interactive environment.
♦ Adherence to the brief.

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

Due date:

Friday 10 June 2011, 3pm

Examinations

Assignment submission

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.

Extensions and penalties

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.

Returning assignments

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

Policies

Monash has educational policies, procedures and guidelines, which are designed to ensure that staff and students are aware of the University's academic standards, and to provide advice on how they might uphold them. You can find Monash's Education Policies at:
http://policy.monash.edu.au/policy-bank/academic/education/index.html

Key educational policies include:

- Plagiarism
  (http://www.policy.monash.edu/policy-bank/academic/education/conduct/plagiarism-policy.html)
- Assessment
  (http://www.policy.monash.edu/policy-bank/academic/education/assessment/assessment-in-coursework-po
- Special Consideration
  (http://www.policy.monash.edu/policy-bank/academic/education/assessment/special-consideration-policy.h
- Grading Scale
  (http://www.policy.monash.edu/policy-bank/academic/education/assessment/grading-scale-policy.html)
- Discipline: Student Policy
  (http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-discipline-policy.html)
- Academic Calendar and Semesters (http://www.monash.edu.au/students/key-dates/);
- Orientation and Transition (http://www.infotech.monash.edu.au/resources/student/orientation/);
  and
- Academic and Administrative Complaints and Grievances Policy

(http://www.policy.monash.edu/policy-bank/academic/education/management/complaints-grievance-policy.

Student services

The University provides many different kinds of support services for you. Contact your tutor if you need advice and see the range of services available at www.monash.edu.au/students The Monash University Library provides a range of services and resources that enable you to save time and be more effective in your learning and research. Go to http://www.lib.monash.edu.au or the library tab in my.monash portal for more information. Students who have a disability or medical condition are welcome to contact the Disability Liaison Unit to discuss academic support services. Disability Liaison Officers (DLOs) visit all Victorian campuses on a regular basis

- Website: http://adm.monash.edu/sss/equity-diversity/disability-liaison/index.html;
- Telephone: 03 9905 5704 to book an appointment with a DLO;
- Email: dlu@monash.edu
- Drop In: Equity and Diversity Centre, Level 1 Gallery Building (Building 55), Monash University, Clayton Campus.

Reading List

There is no recommended text for this unit.