



MONASH University
Information Technology

FIT3023
Interactive environments

Unit Guide

Semester 2, 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 2, 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

Caulfield (Day)

Contact Hours

1 hr lecture/wk, 3 hrs laboratories/wk

Workload

For on-campus students, workload commitments per week 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

Mr Derrick Martin

Campus Lecturer

Caulfield

Derrick Martin

Contact hours: Monday 12pm - 3pm, Friday 12pm - 2pm

Academic Overview

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 |
|--|--------------|-----------------------------|
| Assignment 1 - Analysis of existing Interaction Design | 30% | 3pm Friday 2 September 2011 |
| Assignment 2 - Prototype and Testing | 30% | 3pm Friday 21 October 2011 |

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

- Autodesk Maya 2011

- Unity

Software will be available in the tutorial labs for students.

Software may be purchased at academic prices from software retailers.

Unit Schedule

| Week | Activities | Assessment |
|------|---|---|
| 0 | | No formal assessment or activities are undertaken in week 0 |
| 1 | Introduction | |
| 2 | Philosophy of interactivity | |
| 3 | Audience expectations | |
| 4 | Interactivity Design | |
| 5 | Sound and music in an environment | |
| 6 | Emotion in Interactivity | Assignment 1 due 3pm Friday 2nd September 2011 |
| 7 | Introduction to Unity | |
| 8 | Workflow of Interaction Design Planning | |
| 9 | UI Design | |
| 10 | Camera Design and Cinematography | |
| 11 | Interaction Design in Unity | |
| 12 | Interaction Design in Unity 2 | Assignment 2 due 3pm Friday 21 October 2011; Assignment 3 due Week 16, 3pm Monday 14 November 2011 |
| | SWOT VAC | No formal assessment is undertaken SWOT VAC |
| | Examination period | LINK to Assessment Policy: http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html |

*Unit Schedule details will be maintained and communicated to you via your MUSO (Blackboard or Moodle) learning system.

Assessment Requirements

Assessment Tasks

Participation

• Assessment task 1

Title:

Assignment 1 - Analysis of existing Interaction Design

Description:

Students will analyse the audience and interaction characteristics of a game aggregate site and design a dummy submission for a game that will be created in later assignments.

Weighting:

30%

Criteria for assessment:

Students will be assessed in:

- ◆ Appropriate identification and description of Interactivity Theory.
 - ◆ Audience breakdowns.
 - ◆ Interaction design principles used in design.
 - ◆ Description of fulfilment of audience expectations.

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

Due date:

3pm Friday 2 September 2011

• Assessment task 2

Title:

Assignment 2 - Prototype and Testing

Description:

Students will create a functioning prototype and test design assumptions.

Weighting:

30%

Criteria for assessment:

Students will be assessed through:

- ◆ Creation of a suitable prototype for testing.
- ◆ Design and implementation of an appropriate testing schema based on relevant interaction design principles.
- ◆ Description of testing results and recommendations.

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

Due date:

3pm Friday 21 October 2011

• **Assessment task 3**

Title:

Assignment 3 - Interactive Environment

Description:

Students will build an interactive environment that exhibits good design practices, implementing changes based on the results of Assignment 2.

Weighting:

40%

Criteria for assessment:

Students will be assessed through:

- ◆ Creation of the interactive environment.
- ◆ Completeness and appropriateness of interactions.
- ◆ Degree of complexity of the interactive environment.

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

Due date:

3pm Monday 14 November 2011

Examinations

Assignment submission

It is a University requirement

(<http://www.policy.monash.edu/policy-bank/academic/education/conduct/plagiarism-procedures.html>) for students to submit an assignment coversheet for each assessment item. Faculty Assignment coversheets can be found at <http://www.infotech.monash.edu.au/resources/student/forms/>. Please check with your Lecturer on the submission method for your assignment coversheet (e.g. attach a file to the online assignment submission, hand-in a hard copy, or use an online quiz).

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

Other Information

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-p>)
- 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>)
- Codes of Practice for Teaching and Learning
(<http://www.policy.monash.edu.au/policy-bank/academic/education/conduct/suppdocs/code-of-practice-tea>)

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.