A. Course identification
1. School: Computer Science and Information Technology
2. Course code and title: COSC2351 Interactive Digital Media Project B
3. Credit points 12

B. Course development team
Development of the course will require the capabilities identified below. Some participants may contribute more than one capability.

<table>
<thead>
<tr>
<th>Course coordinator for design</th>
<th>Geoff Leach</th>
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<tbody>
<tr>
<td>Teaching team</td>
<td>Geoff Leach, Jeremy Parker</td>
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<tr>
<td>Educational designer</td>
<td>Geoff Leach, Jeremy Parker</td>
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<td>DLS development support</td>
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<td>Library contact</td>
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<tr>
<td>Student learning skills contact</td>
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<tr>
<td>Research assistant (if desired)</td>
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C. Course description
Interactive Digital Media Project A and B combine to comprise a full year course in the final year of the games and digital art streams of the BDes(Games and Graphics Programming), BA(Creative Game Design) and BA(Digital Art). They aim to provide students with an opportunity to pursue in depth creation of an interactive digital media work, drawing on material learnt in the previous two years throughout the various streams and applying it in an integrated manner. A range of projects is possible - including games but also including broader topics such as virtual worlds and interactive digital art works. The project may be pursued individually or in groups, which may be cross disciplinary.

Upon completion of the courses, students will have built a flagship work in which students will have improved their project management skills, programming or creative skills and generic problem solving skills.

D. Capability linkages
Interactive Digital Media Project A and B are linked final year core courses intended to draw upon the knowledge and skills learnt throughout the preceding two years. Game Studio 2 is a prerequisite, with an expectation that students will have also completed second year of the particular BDes(Games and Graphics Programming), BA(Creative Games Design) or BA(Digital Art) stream they are are pursuing.

On successful completion of the courses, students will

- have created or built a large interactive digital media work;
- have improved their project management skills;
- be in a position to demonstrate a work or portfolio to potential employers.
E. Course capabilities

Upon completion of this pair of courses, students will have developed their knowledge and skills in the area of interactive digital media appropriate to the particular stream in which they are specialising and will have developed their project management capabilities. These include:

a) Knowledge and skills in the area of games design and development, creative games design or digital art
   1. understanding of and direct experience with developing a game or game mod, or designing a game including artwork and gameplay, or creating an interactive digital artwork.

b) Ability to work in interdisciplinary groups and appreciation and understanding of different approaches
   1. a deeper and understanding of the skills and knowledge required to work in interdisciplinary groups for those who choose to do so;
   2. a broadened view of game and interactive digital media work through peer review and discussion of fellow student projects.

c) Project management skills
   1. understand the approaches and techniques of project management;
   2. be able to apply project management techniques.

d) Improved general learning abilities
   1. be able to work on a large project either in teams or individually in a moderately self-directed manner;
   2. be capable of finding and assessing tools and resources for games design and development, creative games design or interactive digital art;
   3. have appreciation of a wider range of learning approaches and styles through working in interdisciplinary groups or through exchanging experience and conducting progress reviews.

F. Enabling knowledge and skills for capabilities

Students will need the following broad knowledge areas, specific skills and characteristics to develop the capabilities given in the previous section:

a) Knowledge and skills in the area of games design and development, creative games design or digital art
   1. enthusiasm for computer games, digital art and computer graphics;
   2. willingness to experiment with and investigate new and emerging works in these areas;
   3. sense of space, geometry and light.

b) Common language and framework for effective communication in interdisciplinary groups
   1. willingness to learn across disciplines;
   2. ability to participate in group activities;
   3. willingness to see things from different perspectives.

c) Improved general learning abilities
   1. willingness to learn.

G. Learning objectives

The capabilities translate to the following specific learning objectives:

a) Knowledge and skills in the area of games design and development, creative games design or interactive digital art:
   1. to create or build a major interactive digital media work;
   2. to be able to use tools and techniques appropriate for the chosen stream.

b) Common language and framework for effective communication in interdisciplinary groups
1. to further learn the terminology of games and interactive digital media through either working in groups or through review and showcasing of work;
2. to improve expression and communication of ideas involving both art and programming via structured presentations and review;
3. to comprehend the approaches and processes by which accomplishment is achieved by creatives and technicals through working with or in interdisciplinary teams.

c) Improved general learning abilities
1. to develop the ability to locate and assess resources;
2. to develop the ability to work in teams and groups;
3. to develop project management skills.

H. Learning activities

The primary learning activity is creating or building an interactive digital media work and reviewing others who are doing likewise. The project will primarily be self-directed, with guidance by advisors. Projects are to be showcased and presented to other students who provide input, feedback and criticism. Students are expected to use project management techniques, including time estimation, milestones, revision control systems, digital asset management and work-in-progress reviews. Lectures and guidance will be given these topics.

I. Assessment components

Assessment is 100% project work with one overall project being required. It may be undertaken as an individual or group project. Projects are expected to be showcased and reviewed amongst students undertaking the courses so that there is an appreciation and understanding of the broader set of activities being undertaken and goals being pursued.