

FLTV20011 Gaming and the Writer

Credit Points:	12.50																	
Level:	2 (Undergraduate)																	
Dates & Locations:	This subject is not offered in 2014.																	
Time Commitment:	Contact Hours: 41 hours Total Time Commitment: 120 hours																	
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV10012 Screenwriting Practices 1A</td> <td>February</td> <td>25</td> </tr> <tr> <td>FLTV10013 Industry Perspectives</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>FLTV10014 Pictures, Sounds, Words</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>FLTV10015 Screenwriting Practices 1B</td> <td>July</td> <td>25</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	FLTV10012 Screenwriting Practices 1A	February	25	FLTV10013 Industry Perspectives	Semester 1	12.50	FLTV10014 Pictures, Sounds, Words	Semester 1	12.50	FLTV10015 Screenwriting Practices 1B	July	25
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Recommended Background Knowledge:	None																	
Non Allowed Subjects:	None																	
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>																	
Contact:	<p>Faculty of the VCA & MCM Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006</p> <p>Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au</p>																	
Subject Overview:	<p>This subject introduces students to key concepts and practices used by writers in the games industry. Through a series of workshops, students will be introduced to key gaming concepts and learn basic game development and writing skills. Student will also gain an understanding of the current gaming landscape and will be required to conceive and develop a concept for a gaming project and present it in the appropriate professional format.</p>																	
Learning Outcomes:	<p>The course will teach students:</p> <ul style="list-style-type: none"> # Key concepts and practices for writers in computer games industry # Basic development and writing skills for computer games industry # Knowledge of the current gaming landscape 																	

	# How to conceive and develop a concept for a gaming project and present it in the appropriate professional format.
Assessment:	Class Presentation (1000 words equivalent) Timing: Weeks 2-9 (as scheduled) Percentage of assessment: 20% Game Development Assignment (3500 words equivalent)Timing: Week 11Percentage of assessment: 75% Class ParticipationParticipation assessed on criteria of engagement, ability to discuss & give/receive feedback and teamwork skills. Ongoing assessment worth 5% (1) Class Presentation (1000 words equivalent) Weeks 2-9 (as scheduled) 20% (2) Game Development Assignment (3500 words equivalent) Week 11 75% (3) Class Participation* *Participation assessed on criteria of engagement, ability to discuss & give/receive feedback and teamwork skills. Assessed Ongoing 5%
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	The learning outcomes of this course will be: <ul style="list-style-type: none"> # To give students greater understanding of key gaming concepts and the place of the writer within the games industry # To introduce students to the process of games concept development # To allow students to explore their 'voice' within a games format # To broaden the students general knowledge of the games industry
Links to further information:	http://vca.unimelb.edu.au/ftv
Related Course(s):	Bachelor of Fine Arts (Screenwriting)