



Subject Outline (Short Course)

Subject Name: Flash Games

Duration: 5 Days

Contact Hours: 25 9.30am-3.30pm (1 hour for lunch at 12 noon)

Subject Purpose: To introduce students to casual games design. Students will begin to learn about techniques, styles and principles in games design. They will also learn about the profession and the many jobs within it. They will begin to understand how a professional games are made

| Topic | Description |
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| 1 Introduction to games | |
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- Styles and genre
- Techniques
- History
- Games around the world
- The classics

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| 2 Actionsript | |
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- Basic actionsript
- Basic game programming

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| 3 Designing a game | |
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- Art direction
- Game play
- Story telling
- Character

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| 4 Making a professional game | |
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- Story idea
- Designing the game play
- Level design

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| 5 The industry | |
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- Where are games done professionally
- The different jobs available
- Aspects online, consoles etc



Schedule:

| | Monday | Tuesday | Wednesday | Thursday | Friday |
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| Morning | <ul style="list-style-type: none">• Introduction to games• Develop a character | <ul style="list-style-type: none">• About the industry• Actionsript | <ul style="list-style-type: none">• Workshop• Actionsript | <ul style="list-style-type: none">• Work on project | <ul style="list-style-type: none">• Work on project |
| Afternoon | <ul style="list-style-type: none">• Decide on project idea• Actionsript | <ul style="list-style-type: none">• Game play• Story development• Plan project | <ul style="list-style-type: none">• Finalise project plan• Start production | <ul style="list-style-type: none">• Work on project | <ul style="list-style-type: none">• Finish production• 'Screening'• Feedback |

Successful completion of this subject provides sufficient evidence of achievement of all the following learning outcomes.

Learning Outcomes:

On successful completion of this unit, learners will be able to:

- Use some gaming principles to create an engaging game
- Use basic actionsript
- Describe the process to create a professional game
- Assess their own interest in games design as a career