MODULE DESCRIPTOR

Module Title

Interactive 2D Scripting

Reference	CM3127	Version	2
Created	December 2020	SCQF Level	SCQF 9
Approved	August 2017	SCQF Points	15
Amended	March 2021	ECTS Points	7.5

Aims of Module

To provide the student with the ability to understand the fundamental concepts of two-dimensional animation and associated tools. To develop basic two-dimensional animation applications.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1	Describe and demonstrate digital media techniques for animating objects.
2	Demonstrate practical skills in the use of a scripting language to develop animations.
3	Make effective use of software development tools to add interactive features to animation applications.
4	Develop and implement a design to produce a multimedia application.
5	Evaluate created animations and discuss effective design methods.

Indicative Module Content

Animation techniques: key framing, tweening. Controlling Animation: Physical modeling, Collision detection etc. Scripting to provide interactive and dynamic aspects to animations. Implementation: Animation for the Web, Simple 2D Game design, Games engine.

Module Delivery

Key concepts are introduced and illustrated through lectures. In the laboratories the students will progress through a sequence of exercises to develop sufficient knowledge of 2D animation tools and environments to enable them to complete the practical design and implementation of 2D animations.

Indicative Student Workload	Full Time	Part Time
Contact Hours	48	N/A
Non-Contact Hours	102	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5

Description: Coursework involving design and development of 2D game functionalities.

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighting of C1. An overall minimum grade of D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to receive an A in C1
B	The student needs to receive a B in C1
C	The student needs to receive a C in C1
D	The student needs to receive a D in C1
E	The student needs to receive an E in C1
F	The student needs to receive an F in C1
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

1   Unity. Unity Scripting Reference. https://docs.unity3d.com/ScriptReference/index.html;

2   Beginning 3D game development with Unity : the world's most widely used multi-platform game engine Blackman, Sue. ?2011

3   Game Programming with Unity and C#: A Complete Beginner's Guide. Casey Hardman, 2020