



Game Design

PERTEMUAN 01



AKAN BELAJAR APA SAJA?

MG 2-7

- **Ide Dasar Konsep Game (P2 - P4)**
 - Fokus Pada Teori Pemaparan Materi Sejarah Game Design
 - (Tugas 1)
- **Karakter Game (P5 - P7)**
 - Fokus Pada Praktikum Konsep Game Design
 - (Tugas 2) + Asistensi

Pertemuan 8 : UTS

MG 9-15

- **Mulai Mendetail Project (P9-15)**
 - **Pemaparan Materi & Praktikum**
 - UI / UX Game
 - Motion Graphic Animation Game
 - Tampilan & Menu
 - Game Play
 - Sound
 - Testing

Pertemuan 16 : UAS

Fokus Utama Perkuliahan Game Desain

1. Merancang Tampilan (User Interface) Pada game / Fokus Pada Visual
2. Merancang Konsep Interaksi
3. Tidak Wajib Menggunakan Bahasa Pemrograman / Coding

Bobot Penilaian

Game Design

Nilai Tugas (NT)	=	20%
Ujian Tengah Semester (UTS)	=	20%
Nilai Ujian Akhir Semester (UAS)	=	20%
Bobot Etika (E)	=	20%
Presensi (P)	=	20%
Nilai Akhir	=	20% NT + 20% UTS + 20% UAS + 20% E + 20% P

The background is a dark blue, futuristic digital interface. It features several glowing circular elements: a large, complex circular pattern on the left side, a smaller circular pattern in the upper right, and another circular pattern in the lower right. These circles are composed of concentric rings of light and dots. The background is also filled with a network of glowing blue lines and dots, resembling a circuit board or data flow diagram. The overall aesthetic is high-tech and digital.

Terima Kasih

