300862: Video Games Development

Spring 2015

School of Computing, Engineering and Mathematics

Learning Guide
Table of Contents

1. About Video Games Development ................................................................. 2
2. Staff Details .................................................................................................... 2
   Unit Coordinator / Lecturer / Tutor: ............................................................... 2
   Tutor: ............................................................................................................. 2
   Class schedule: .............................................................................................. 3
   Communication: ............................................................................................. 3
   Face to face consultation (Parramatta): ....................................................... 3
   Email: ............................................................................................................ 3
   Phone: ........................................................................................................... 3
   Communication Protocol for this unit: ......................................................... 3
3. Schedule of Learning and Teaching Activities ................................................. 4
   Content Schedule: ....................................................................................... 4
4. Activities and Resources to Support your Learning ......................................... 5
   Lectures .......................................................................................................... 5
   Tutorials ......................................................................................................... 5
   e-Learning: vUWS ........................................................................................ 5
   Study skills support ...................................................................................... 6
   Referencing requirements and assistance ................................................... 6
5. Special Requirements for this unit .................................................................. 6
6. Policy and How it Affects You ....................................................................... 6
   Academic misconduct .................................................................................. 7
   Plagiarism ..................................................................................................... 7
   Cheating ....................................................................................................... 7
   Other academic misconduct ....................................................................... 8
   Non-Academic misconduct ....................................................................... 8
7. Expectation of Student Conduct .................................................................... 9
   Unit credit points and Workload ................................................................ 9
   Attendance ................................................................................................... 9
   Online learning ............................................................................................ 9
   General conduct and behaviour .................................................................. 9
8. Assessment Information .................................................................................. 10
   To achieve a passing grade in this unit a student must: ............................. 10
   Learning Outcomes: .................................................................................... 12
9. Assignment Coversheet .................................................................................. 12
10. Learning Resources Information ................................................................... 14
    Essential Library Resources: ..................................................................... 14
    Daniel Sanchez-Crespo Dalmu, “Core Techniques and Algorithms in Game
        Programming”, New Riders, 2004 ........................................................ 14
    Further Reading Resources/References: .................................................... 14
    Study skills tip: .......................................................................................... 14
    UWS Website – Current Students ............................................................ 15
11. How to use this learning guide ..................................................................... 15
1. About Video Games Development

This unit is concerned with the provision of an in-depth understanding of the development and structure of game engines. It provides the student with a unifying overview of the many modules that are incorporated in a game engine as well as a detailed examination of game-play and engine programming. It will also focus on major theoretical concepts and algorithms that are currently being used in games development. After completing this unit the students will understand how game engines are built and will be able to use a selected game engine for building their own game.

Video Games Development is part of one Sub Major and one Major:
   Entertainment Computing Sub Major
   Entertainment Computing Major

2. Staff Details

Unit Coordinator / Lecturer / Tutor:

Dr Anton Bogdanovych

Telephone: 9685 9180
Email: a.bogdanovych@uws.edu.au
Office Location: Room 14, Building ER, UWS Parramatta campus
(ER.1.14)

Tutor:

Dr Tomas Trescak

Telephone: 9685 9082
Email: t.trescak@uws.edu.au
Office Location: Room 1.37, Building EN, Parramatta campus (EN.1.37)
Class schedule:

Lecture:
Tuesday 10:00 am - 12:00 pm, Room G.36, Building EA, Parramatta South

Tutorials:
Monday 9:00 am - 11:00 am, Room 1.50, Building EB, Parramatta South
Tuesday 3:00pm - 5:00pm, Room 1.50, Building EB, Parramatta South

Communication:

Face to face consultation (Parramatta):

Unit coordinator: Dr Anton Bogdanovych

by appointment only.

Tutor: Dr Tomas Trescak

by appointment only.

Email:
Under normal circumstances a reply can be expected within 48 hours. Please see communication protocol (below) for instructions when sending emails. Only emails from student email accounts will be responded to. Be sure to include the unit number (300862) and your name and student id in the subject line.

Phone:
You may leave messages on the unit coordinator’s phone answering service, but e-mail is preferred, as it will generally allow faster response.

Communication Protocol for this unit:

Email: When contacting unit staff by email, please adhere to the following:
  - Use only your official UWS student email account
  - Use the unit number, 300862 in the subject line
  - Include your full name, student id, campus in the subject line also
  - Clearly state your query

Telephone: When leaving a phone message, please adhere to the following:
  - Clearly state your name, student id, campus
  - Clearly state the reason for your call
  - If you want the call to be returned, ensure you leave a phone number. Please say the phone number slowly.
3. Schedule of Learning and Teaching Activities

**Content Schedule:**

<table>
<thead>
<tr>
<th>Wk</th>
<th>Lecture Date</th>
<th>Lecture Session Topic</th>
<th>Practical Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>21 Jul</td>
<td>Introduction to the field, History of Video Games. What Makes Games Fun?</td>
<td>No practical</td>
</tr>
<tr>
<td>2</td>
<td>28 Jul</td>
<td>Understanding Game Engines</td>
<td>Unity Tutorial</td>
</tr>
<tr>
<td>3</td>
<td>4 Aug</td>
<td>Basics of Unity</td>
<td>Unity Tutorial</td>
</tr>
<tr>
<td>4</td>
<td>11 Aug</td>
<td>Mathematics for Games</td>
<td>Unity Tutorial</td>
</tr>
<tr>
<td>5</td>
<td>18 Aug</td>
<td>2D Games</td>
<td>Unity Tutorial</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Unity Tutorial due (submit in the tutorial class)</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>25 Aug</td>
<td>Content Creation</td>
<td>Game Project Assignment 1 due end of week 6</td>
</tr>
<tr>
<td>7</td>
<td>1 Sep</td>
<td>Artificial Intelligence (part 1)</td>
<td>Game Project</td>
</tr>
<tr>
<td>8</td>
<td>8 Sep</td>
<td>Artificial Intelligence (part 2)</td>
<td>Game Project</td>
</tr>
<tr>
<td>9</td>
<td>15 Sep</td>
<td>INTRA-SESSION BREAK</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>22 Sep</td>
<td>Rendering</td>
<td>Game Project</td>
</tr>
<tr>
<td>11</td>
<td>29 Sep</td>
<td>Animation</td>
<td>Game Project</td>
</tr>
<tr>
<td>12</td>
<td>6 Oct</td>
<td>Multiuser Games</td>
<td>Game Project</td>
</tr>
<tr>
<td>13</td>
<td>13 Oct</td>
<td>Physics</td>
<td>Game Project</td>
</tr>
<tr>
<td>14</td>
<td>20 Oct</td>
<td>Invited Lecturer and Course Revision</td>
<td>Game Contest Assignment 1 due (submit in the tutorial class)</td>
</tr>
</tbody>
</table>

Consult the unit’s vUWS site regularly for updates/changes to this schedule.
4. Activities and Resources to Support your Learning

This unit is a 10 credit point unit. It is expected that you spend 10 hours each week working on this unit. The face-to-face component of this unit is a two (2) hour lecture each week and a two (2) hour tutorial each week. This means that, provided you work efficiently in the face-to-face teaching/learning time, you are expected to spend an additional 6 hours each week working on material for this subject, including reading the textbook and other references, undertaking tutorial/homework exercises, working on assignments, reviewing lecture material, reflecting on your learning and preparing for the final exam.

In this unit you will be engaged in a range of activities to support your learning. There are many resources available to assist you in this unit and university study more generally. The key activities and resources for this unit are outlined below.

**Lectures**

Lectures are a key element of your learning environment in this unit. The lectures will focus on familiarising the students with the theoretical concepts of the unit content. Each lecture will set the context for the tutorial to follow and will highlight concepts and skills you will need for the formal final examination. Attendance in lectures is not compulsory, but is strongly recommended. All content covered in lectures is examinable.

**Tutorials**

Tutorials provide the opportunity for learning in a more hands-on and interactive setting. Tutorials aim at teaching students fundamentals of independent game development and are designed for further discussion of the theoretical aspects of the unit, discussion and exploration of the practical concepts involved in video games development, as well as familiarisation with and practice in the use of the selected game engine. Along with your lectures, tutorials are designed to help you develop the knowledge and skills that will form the basis upon which you will be assessed in the final exam, as well as give you the knowledge and skills required to complete the assignments. Tutorials also give you the opportunity to discuss your assignment progress and understanding of the unit content with your lecturers. Attendance in the tutorials is not compulsory, but you must attend the tutorials on which the submission of assignments is conducted.

**e-Learning: vUWS**

To support your learning in this unit, you will have access to the unit’s site on the university’s e-learning system, called ‘Virtual UWS’, which is expressed by the acronym ‘vUWS’ (pronounced ‘views’). The unit’s vUWS site is the place where you can find all relevant information related to this unit. You will get access to material for each module, including lecture notes, tutorials notes, additional resources and exercises. Schedules for the teaching on each campus as well as staff contact details can be found, details of assessments, notes and announcements. vUWS will be used as the main communication channel between the unit coordinator and students, and should be checked for updates at least twice a week.
To access vUWS, go to: http://elearning.uws.edu.au
You will require a current MyUWS account to login to vUWS. Once logged in, you will see links to all the units you are currently enrolled in that use vUWS. Clicking on the “300862 Video Games Development” link will take you to the site for this unit.

**Study skills support**

Throughout your time at university you should be developing the skills and techniques of an effective learner at university level. The UWS Student Learning Unit offers a range of services that you can use to assist in developing your effectiveness in the university learning environment. This includes a range of online resources, which are easy and free to access and use to support your study program. You should visit the Student Learning Unit website at http://currentstudents.uws.edu.au/students/ods/lwu. From this website you can access resources for support with various areas of your university study. Following the “Online Learning” link available on this website takes you to “Online Study Resources” page where you can self register (using your MyUWS account id and password) for various learning resources. Here you can follow the “Language and Learning Links” and download the “Unistep – Academic Skills Guide” learning guide. This can be downloaded as a full guide, or as individual chapters. From the “Online Study Resources” page you can also get help with referencing by following the “APA referencing” link.

**Referencing requirements and assistance**

In this unit you will be using APA style referencing. Information and help on referencing can be found through the library website: http://library.uws.edu.au/citing.php
Also refer to the section above, “Study skills support”.

5. Special Requirements for this unit

Tutorials will be conducted in the computing labs of School of Computing, Engineering and Mathematics (Unity Game engine will be installed in the labs for students to use in the tutorials). Additional resources for acquiring 3D models, scripts and animations will be provided on vUWS. If you decide to develop your own 3D models – you can use Blender software installed in the tutorial rooms.

6. Policy and How it Affects You

The University has a number of policies that relate to teaching and learning. Important policies affecting students include

- Assessment Policy
- Examinations Policy
- Special Consideration Policy
- Review of Grade Policy
- Assessment Practice – Fundamental Code
Misconduct – Student Academic Misconduct Policy (see extract of the policy below under the heading "What is Academic Misconduct?")
Misconduct – Student Non-academic Misconduct Policy
Enrolment Policy (includes a section on the UWS Student Email Account)
Bullying Prevention Policy and Guidelines
Sexual Harassment Prevention Policy

There are two policies that relate to misconduct – academic and non-academic misconduct. Breaches of these policies can have very serious consequences. It is essential that you are familiar with these policies and how to avoid misconduct of any type.

**Academic misconduct**

Academic Misconduct may involve plagiarism, collusion or cheating. Plagiarism involves submitting or presenting work in a unit as if it were the student's own work when, in fact, it was not. Collusion includes inciting, assisting, facilitating, concealing or being involved in plagiarism, cheating or other academic misconduct with others. Cheating includes dishonest conduct (or attempted dishonest conduct) in exams.

For the full definition of academic misconduct and the consequences of such behaviour, you are advised to read the Misconduct – Student Academic Misconduct Policy in its entirety, refer to: [http://policies.uws.edu.au/view.current.php?id=00051](http://policies.uws.edu.au/view.current.php?id=00051)

The School of Computing, Engineering and Mathematics definitions of Minor and Substantial Breaches of the UWS Academic Misconduct policy are below:

**Plagiarism**

In video games development it is allowed for students to use existing online resources created by other people within their final assignment. So, plagiarism relates to not declaring resources as being borrowed, not disclosing the origin of borrowed elements and presenting resources created by other people as your own work.

A **minor** breach occurs when the weighting of the assessment task is 10% or less, and 20% or less of the work submitted is taken from another source without reference to the original source or author.

A **substantial** breach occurs when:
1. Either the weighting of the assessment task is more than 10%, or 20% or more of the work submitted is taken from another source, without reference to the original source.
2. If a student has been found to have already committed an act of plagiarism and warned about it, whether it is a minor or substantial breach, then the next allegation will be treated as a substantial breach.

**Cheating**

1. Dishonest or attempted dishonest conduct during an examination, for example speaking to other candidates or otherwise communicating with them, leaving answer papers exposed for other students to view and/or copy or attempting to view another student’s solutions, would be deemed as **minor**. However, if this behaviour continued after the student had been asked to desist, then the breach would be treated as **substantial**.
2. Bringing into the examination room any textbook, notebook, memorandum, other written material or mechanical or electronic device (including mobile phones), or any item not authorised by the examiner would be treated as minor. However, if the student does not surrender the unauthorised item, then a **substantial** breach would have occurred.

3. Writing an examination or part of it, or consulting any person or materials outside the confines of the examination room without permission to do so, would constitute a **substantial** breach.

4. Cheating in take-home examinations, which includes, but it not limited to: making notes, papers or answers in connection with the examination (in whatever form) to others without the permission of the relevant lecturer; receiving answers, notes or papers in connection with the examination (in whatever form) from another student, or another source without the permission of the relevant lecturer; and the unauthorised collaboration with another person or student in the formulation of an assessable component of work constitutes a **substantial** breach.

**Other academic misconduct**

1. Tampering or attempts to tamper with examination scripts, class work, grades or class records, will be regraded as **substantial**.

2. Failure to abide by the directions of an academic member of staff regarding the individuality of work to be handed in, will, in the first instance be treated as **minor**. However, any reoccurrence of such behaviour will be regarded as **substantial**.

3. Acquisition, attempted acquisition, possession or distribution of examination materials or information without the authorisation of the academic member of staff will be regarded as **substantial**.

4. Impersonation of another student in an examination or other class assignment will be regarded as **substantial**.

5. Falsification or fabrication of practical or laboratory reports will be regarded as **substantial**.

6. Non-authorised use of tape recording of lectures will be regarded as **minor**, except where the student/s has been asked to desist and refuses to comply. This continued abuse will be regarded as **substantial**.

There are many resources to help you avoid academic misconduct. The library staff can help you with referencing and the Student Learning Unit can assist with academic writing and plagiarism. If you are unsure about any of your work you should also ask your tutor or lecturer for advice and feedback.

**Non-Academic misconduct**

Non-academic misconduct includes unlawful activities and crimes, falsifying documents (like a medical certificate or academic records), harassing other students (or staff), stealing or damaging university property (like library books or computers) and disrupting other students.
or staff. These are just some of the types of non-academic misconduct and while these things are rare they do happen. If you believe you have been the victim of non-academic misconduct or you are aware of any academic misconduct it is very important that you report it. You should report all matters of academic misconduct directly to your Head of Program.

7. Expectation of Student Conduct

Unit credit points and Workload

This unit is a 10 credit point unit and will require your full and continuous attention to maintain the highest possible grades. It is expected that you will spend at least 10 hours each week (on average) which includes the four (4) contact hours per week. It is expected that students need to spend a minimum of an additional six (6) hours per week outside of formal classes (lecture and tutorial) studying the unit material in order to be successful in this unit. This includes reading the textbook and other references, undertaking tutorial/homework exercises, working on assignments, reviewing lecture material, reflecting on your learning and preparing for the final exam. Some weeks you will spend more time on learning activities and assessments and in other weeks the workload will be somewhat less. It will be essential for you to keep up with your reading so that you gain full value from each class.

Attendance

Attendance is not required, but is strongly recommended.

Online learning

Students should access vUWS (http://elearning.uws.edu.au) and check their student email account (https://student.uws.edu.au/) at least twice a week.

General conduct and behaviour

According to the UWS Teaching and Learning code you are required to:

• obtain the unit outline for this unit, by the end of the second teaching week;
• regularly and actively participate in all scheduled educational activities, which includes lectures, tutorial, laboratory sessions, online activities etc;
• give honest, helpful and courteous feedback to your lecturer(s)
• make every effort to undertake the work required to successfully complete this unit;
• submit work that is your own for any assessment task;
• not indulge in any behaviour that disrupts the teaching and learning environment, or negatively affects fellow students and university staff, and understand that the University will take action against such behaviour as outlined in the Misconduct – Students Non-Academic Misconduct Policy
• treat university property with due care and report and damaged or broken equipment.


In addition, you should:
• be on time to lectures, tutorial and laboratory sessions. If you are late, then please
enter the lecture/tutorial room or lab with courtesy and consideration for others;
• pay attention in lectures, tutorials and laboratory sessions as this is where helpful
information is given out of the assessment tasks;
• switch off your mobile phone
• ask questions about the content that you found difficult, during or immediately after
the lecture, tutorial or lab session finishes. If this cannot be accomplished, then
make sure you see your lecturer or tutor as soon as possible to resolve any
problems.

In this unit students are expected to behave in a way that does not hinder the learning
for other students. Students who are disruptive or not following instructions will be asked
to leave the tutorial or lecture. To catch up on material missed due to being asked to
leave a lecture or tutorial is the responsibility of the student.

8. Assessment Information

This unit has the following assessment component(s):

- Assignments 40%
- Laboratory Exercises 10%
- Final Examination 50%

The assessments in this unit consist of the following:

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Type</th>
<th>Details</th>
<th>Wt</th>
<th>Due Date &amp; Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unity Tutorial</td>
<td>Individual</td>
<td>Unity tutorial</td>
<td>10%</td>
<td>Tuesday 18 Aug (during Tutorial)</td>
</tr>
<tr>
<td>Assignment 1</td>
<td>Individual</td>
<td>Game Proposal Documents</td>
<td>10%</td>
<td>Friday 28 Aug 6 pm</td>
</tr>
<tr>
<td>Assignment 2</td>
<td>Individual</td>
<td>Game Project</td>
<td>30%</td>
<td>Tuesday 20 Oct (during Tutorial)</td>
</tr>
<tr>
<td>Final Exam</td>
<td>Individual</td>
<td>Formal closed book exam comprising multiple choice, short answer, essay style and modeling questions</td>
<td>50%</td>
<td>During the university exam period</td>
</tr>
</tbody>
</table>

Assessment Requirements:
To achieve a passing grade in this unit a student must:
• Achieve a mark of at least 50% overall;
• Complete and submit all the assessment activities; (Failure to submit all components without approval from the unit coordinator may result in a Component Fail (CF) grade).

The mandatory components of this unit are:
  a) 2 Assignments
b) Final exam

Assignments:
The assignments will consist of specified tasks requiring creative application of knowledge gained from lectures and tutorials. Each assignment will contain a list of specific assessment criteria regarding content and presentation. The assignment grades will be given using the following general criteria:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Criteria</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Distinction (HD) 85% and above</td>
<td>All required elements are present and correct. The solutions provided are exceptional, well thought-through, and consistent on all levels. The solutions can be implemented or put into action without any modifications.</td>
</tr>
<tr>
<td>Distinction (D) 75-84%</td>
<td>All required elements are present. The solutions provided are excellent, correct and of good quality as well as being well thought-through and consistent throughout. The solutions can be implemented or put into action with only very minor modifications.</td>
</tr>
<tr>
<td>Credit (C) 65-74%</td>
<td>Most required elements are present, and the solutions provided are correct and well thought-through. There are only minor inconsistencies and the solutions can be implemented or put into action with small modifications.</td>
</tr>
<tr>
<td>Pass (P) 50-64%</td>
<td>Many required elements are present, and the solutions provided are generally correct, but lack consistency. The solutions provided can be implemented or put into action only with a number of modifications</td>
</tr>
<tr>
<td>Fail (F) below 50%</td>
<td>A majority of required elements are not present. The solutions provided show a lack of understanding of the requirements of the assignment and are mostly incorrect and inconsistent. The solutions provided are vague and cannot be put into action and/or implemented.</td>
</tr>
</tbody>
</table>

All assignments must be submitted to pass the unit. A true and proper attempt must be in evidence. The assignment due date can be found in the assessment table on Page 10. Unless an extension to a further date is granted to the student by the unit coordinator, any marks received for the assignment will reduced by 10% of the total mark that could have been achievable for the assignment for each day (including weekends and public holidays) after the due date. An extension of time may be granted only under exceptional circumstances by the unit coordinator. Resubmission of assignments is not permitted in this unit.

Marking guide with criteria and standards will be available on vUWS together with the assignment specification.

Examples of typical assignment scenario solutions will be discussed in tutorials.

Final Exam: The exam will cover all lectures, readings, textbook chapters, tutorial material and exercises, homework exercises and assignment discussion. Sample exam questions may be discussed in lectures.
AN OVERALL CUMULATIVE MARK OF 50% IS REQUIRED TO PASS THIS UNIT

The final grades in this unit will be awarded as follows:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Mark</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass</td>
<td>final mark greater than or equal to 50 and less than 65</td>
</tr>
<tr>
<td>Credit</td>
<td>final mark greater than or equal to 65 and less than 75</td>
</tr>
<tr>
<td>Distinction</td>
<td>final mark greater than or equal to 75 and less than 85</td>
</tr>
<tr>
<td>High Distinction</td>
<td>final mark equal or more than 85</td>
</tr>
<tr>
<td>Fail</td>
<td>final mark less than 50, or unsatisfactory mark in final exam and/or insufficient attendance/participation in tutorials and/or non attendance at both quizzes</td>
</tr>
</tbody>
</table>

Final marks and grades are subject to confirmation by the School and College Assessment Committee which may scale, modify or otherwise amend the marks and grades for the unit, as may be required by University policies.

**Learning Outcomes:**

On the completion of the unit, students who have mastered all of its aspects will be able to:

1. Explain the fundamental concepts behind game engines.
2. Demonstrate an understanding of the various modules that comprise a game engine.
3. Write basic modules to interface with a game engine.
4. Design modules to meet a given set of game requirements.
5. Develop a video game using the selected game engine.

The assessments map to the learning outcomes in the unit as follows:

<table>
<thead>
<tr>
<th>Learning outcome:</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unity Tutorial</td>
<td></td>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Assignment 1</td>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Assignment 2</td>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Exam</td>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
</tbody>
</table>

**9. Assignment Coversheet**

See next page.
| **Student Name** |  |
| **Student Number** |  |
| **Unit Name and Number** | 300862 Video Games Development |
| **Tutorial Group** | N/A |
| **Tutorial Day and Time** | N/A |
| **Lecturer/Tutor** |  |
| **Title of Assignment** |  |
| **Length** |  |
| **Due Date** |  |
| **Date Submitted** |  |
| **Campus Enrolment** |  |

**DECLARATION**

*I hold a copy of this assignment that I can produce if the original is lost or damaged.*

*I hereby certify that no part of this assignment/product has been copied from any other student’s work or from any other source except where due acknowledgement is made in the assignment. No part of this assignment/product has been written/produced for me by another person except where such collaboration has been authorized by the subject lecturer/tutor concerned.*

*I hereby certify that I have read and understand what the School of Computing, Engineering and Mathematics defines as minor and substantial breaches of misconduct as outlined in the learning guide for this unit.*

**Signature:** ……………………………………………………………………………………………

**Note:** An examiner or lecturer/tutor has the right not to mark this assignment if the above declaration has
10. Learning Resources Information

**Essential Library Resources:**


**Further Reading Resources/References:**

**BOOKS:**


**Study skills tip**

In some ways, University study is as much about learning how to be an effective adult learner as it is about the specific content you will cover in each unit. Chapter 1 of the UWS ‘UniStep Academic Skills Guide’ is useful reading as you commence study at University level. It covers a range of issues that you may confront in successfully adapting to University, and a concise ‘University Survival Kit’, which deals with issues such as time management. The main modes of learning at University (i.e. lectures and tutorials) are also discussed.

The crucial issue at the start of any unit is **planning and managing your study program**. You have a lot of work to get through and no doubt you will need to juggle your study workload with personal and work commitments. It is best to work to a set plan and make sure you have regular timeslots each week to complete your study. Avoid
trying to cram you study into lengthy blocks of time—short periods regularly throughout each week will probably work best. A good starting point is to create a weekly plan, where you can first schedule in your commitments (e.g. lectures and tutorials, work shifts, social/recreational activities) and then identify periods where you can study. To assist in your planning, refer to the section in Chapter 2 of the academic skills guide on pages 27–48, covering ‘Making sense of a unit outline’ and ‘Planning your study time’.

**UWS Website – Current Students**

The “Current Students” page of the UWS web site [http://www.uws.edu.au/students](http://www.uws.edu.au/students) contains many important links, including:

- Managing your study – This site contains much of the information necessary for the administration of your course throughout your study at UWS. [http://www.uws.edu.au/currentstudents/current_students/managing_your_study](http://www.uws.edu.au/currentstudents/current_students/managing_your_study)

- Getting help – This site is a useful resource for students and a hub for coordinating developments to improve your university experience. [http://www.uws.edu.au/currentstudents/current_students/getting_help](http://www.uws.edu.au/currentstudents/current_students/getting_help)

- e-learning – This is your entry to all aspect of e-learning at UWS, including this unit’s vUWS site. [http://www.uws.edu.au/students/onlinesupport](http://www.uws.edu.au/students/onlinesupport)

- Students with a disability should visit: [http://www.uws.edu.au/currentstudents/current_students/getting_help/disability_services](http://www.uws.edu.au/currentstudents/current_students/getting_help/disability_services)

- Policies – This site includes the full details of policies that apply to you as a UWS student. [http://www.uws.edu.au/policies/a-z](http://www.uws.edu.au/policies/a-z)

**11. How to use this learning guide**

This Learning Guide supplements the Unit Outline and is designed to help you navigate through the unit. It will help you focus on what you need to do to prepare for the various assessment tasks throughout the unit. You should consult the Learning Guide on a regular basis, as you plan your study, as this guide contains information on how best to prepare for each assessment task.

The Learning Guide also offers tips to assist you in developing the skills and techniques of an effective, independent learner. However, if you have any particular problems or issues regarding this Unit, please take these up with the Unit Coordinator so that they may be resolved as soon as possible. As an adult learner, it is expected that you will be responsible for your own learning and take the necessary and appropriate steps to ensure your success.