



Computer Science (COMP) 283

Effective Use of Myths and Facts in Computer Games (Revision 2)

Status: Replaced with new revision, see the **course listing** [↗](#) for the current revision **✖**

Delivery mode: Individualized study online [↗](#)

Credits: 3

Area of study: Science

Prerequisites: None. Complete the steps to **Are You Ready to Start an SCIS Program or Course?** [↗](#)

Precluded: None

Challenge: COMP 283 is not available for challenge.

Faculty: Faculty of Science and Technology [↗](#)

Notes:

Students who are concerned about not meeting the knowledge requirements for this course are encouraged to contact the **course coordinator** before registering.

Basic computer literacy and competence are required.

Overview

Like books or movies, video games can transport us into other times or other worlds. Characters, settings and plotted action engage us in a vicarious experience.

In this course students will conceive, design and present a video game concept that they have researched. It will be based in a mythological, historical or other imaginary setting.

COMP 283 is a complementary course to COMP 230: Storyboard Design, which is essential for students pursuing the University Certificate in Game Development offered by the School of Computing and Information Systems at Athabasca University.

Objectives

Students will develop their ability to research literature and resources about the mythological and historical contexts chosen as the foundation of their dream game. Students will organize and present the game details, including characters, story, setting and game play.

Outline

The course consists of the following study guide units:

- Unit 1 The Setting: A Sense of Time and Place
- Unit 2 The Characters: Playable and Non-Playable
- Unit 3 Interactive Object and World Elements
- Unit 4 The Timeline and Story

Learning outcomes

Upon successful completion of this course, you should be able to

- establish the characters, events and facts of a mythology or historical period in the background and setting for a video game.
- conduct a literature review on mythological and historical periods using library and Internet resources.
- critically survey and summarize a chosen mythological or historical context for use in a computer game concept.
- illustrate and shape the setting, geography, characters, world elements and chain of events of a video game concept using online tools and visuals.
- present and explain a game design concept in a slide presentation, website or video.

Evaluation


To **receive credit** [↗](#) for COMP 283, you must achieve a course composite grade of at least **D (50 percent)** [📄](#) and a grade of at least 50 percent on each of the Assignments. The weighting of the composite grade is as follows:

Activity	Weight
Assignment 1: Essay	20%

Activity	Weight
Assignment 2: Fact Table	20%
Assignment 3: Timelines	20%
Assignment 4: Interactive Story	20%
Assignment 5: Final Presentation	20%
Total	100%

To learn more about assignments and examinations, please refer to Athabasca University's [online Calendar](#) .

Materials

This course either does not have a course package or the textbooks are open-source material and available to students at no cost. This course has a **Course Administration and Technology Fee** , but students are not charged the Course Materials Fee.





The learning materials for COMP 283 are distributed in the online course environment.

Special Course Features

Students can choose their favourite myth or time period in history, or they can invent their own creative mythology as the context of a game design. Students can interact with each other by participating in discussions, and they can share knowledge by recommending reading materials, blogs, and news.

Readings for this course are taken entirely from web-based resources that can be accessed via the AU Library and the Internet.

Important links

- › [Academic advising](#) 
- › [Program planning](#) 
- › [Request assistance](#) 
- › [Support services](#) 

Athabasca University reserves the right to amend course outlines occasionally and without notice. Courses offered by other delivery methods may vary from their individualized study counterparts.

Opened in Revision 2, January 29, 2020

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View [previous revision](#) 
