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| **Total number of study hours for the module:** | 200 |
| which will include the following: | Number of hours: |
| **timetabled contact** | 48 |
| **Group tutorials** | 48 |
| **Self-study, unsupervised practical laboratories** | 105 |
| **other** - please give further detail below: |  |
| All activities in this module relate to transferable skills, employability and gaining network development skills. All of these are work related for a career in computing and allied fields. | |

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| **Rationale**  *Please provide a concise rationale (not content) for the module, including where it sits within the programme in terms of feeding from, into and across other modules* |
| This module provides students with an introduction to games development. It covers the history of video games, games vocabulary and critical analysis of games. As part of this module students will be taught the basics of game development using a game engine.  The aim is to widen students’ understanding of computer games and help them develop a conceptual and linguistic framework for discussing games. Students will gain both practical and conceptual skills required for the computer game development. |

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| **Title** | Games Fundamentals | | | | |
| **Code** | COM4015M | **School** | Science Technology & Health | **Cost centre** | 2511 |
| **Level** | 4 | **Credits** | 20 | **Available for incoming study abroad** | No |
| **Pre-requisites1** | |  | | **Barred combinations** | None |

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| **Title(s) of awards to which the module contributes** | **Award Programme Learning Outcome(s) to which the module is mapped (PLO4.1, PLO5.3 etc.)** |
| BSc Games Development | PLO 4.1, 4.4, 4.5, 4.6 |
| BSc Games Development (Year in Industry) | PLO 4.1, 4.4, 4.5, 4.6 |

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| **Assessment** | | | |
| *#* | *type* | *description* | *weighting* |
| 1 | Essay | Game Critical Analysis (500 words)  Critical analysis of a game demonstrating understanding and use of specialist vocabulary | 25% |
| 2 | Essay | Framework Analysis of game (500 words) | 25% |
| 3 | Practical | Simple Computer game project  Developed using a game engine and demonstrating the functionality covered in the module | 25 % |
| 4 | Essay | Reflective essay on game project (500 words) | 25% |
| Passing requires a mark of 10 (out of 25) in each component and an overall pass mark (40 out of 100) | | | |

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| **Indicative content** |
| Classes content may include, but is not limited to:   * History of video games and video game platforms * Games vocabulary * Critical Analysis of games * Introduction to game engines * Developing a simple game using a game engine * Basics of game engine programming/scripting |
| **Reading list** |
| Bond, J., 2017, Introduction to Game Design, Prototyping and Development: From Concept to Playable Game with Unity and C#, 2nd Ed, Addison-Wesley  Hennessey & McGowan, 2017, The Comic Book Story of Video Games: The Incredible History of the Electronic Gaming Revolution, Watson-Guptill Publications  Hiwiller, Z. 2018, Game Designer's Playlist, The: Innovative Games Every Game Designer Needs to Play, Addison-Wesley  Leigh, P. 2018, The Nostalgia Nerd's Retro Tech: Computer, Consoles & Games, Ilex Press  Diver, M, 2019, Retro Gaming: A Byte-sized History of Video Games – From Atari to Zelda, LOM Art |
| **Indicative Journal list** *(provide five examples)* |
| **The International Journal of Computer Game Research -** [**http://gamestudies.org/1502**](http://gamestudies.org/1502)  **Journal for Computer Game Culture –** [**http://www.eludamos.org/index.php/eludamos**](http://www.eludamos.org/index.php/eludamos)  **Games and Culture -** [**https://uk.sagepub.com/en-gb/eur/games-and-culture/journal201757**](https://uk.sagepub.com/en-gb/eur/games-and-culture/journal201757) |
| ICT Resources Hardware |
| Duel boot PCs or Macs |
| Specialist software |
| Unity 3D (Though other engines could be used – Unreal, Godot, Game Maker Studio) |

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| ***Version*** | 1 | ***In use from*** | 2021/2022 | ***to*** |  |

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| Date approved: |  |

**Notes**