|  |  |
| --- | --- |
| **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. | |

|  |
| --- |
| **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 shows how software engineering techniques are used in games development. It covers basic issues in games design & development including games frameworks, the game development cycle and playtesting.  The aim is to widen students’ understanding of the design & development of computer games and help them develop games using techniques to reduce and manage the risks that are inherent in all software development.  Students will gain both practical and conceptual skills required for the computer game development. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Title** | Games Design | | | | |
| **Code** | COM4016M | **School** | Science Technology & Health | **Cost centre** | 2511 |
| **Level** | 4 | **Credits** | 20 | **Available for incoming study abroad** | No |
| **Pre-requisites1** | |  | | **Barred combinations** | None |

|  |  |
| --- | --- |
| **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 4.1-4.6 |
| BSc Games Development (Year in Industry) | PLO 4.1-4.6 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Assessment** | | | |
| *#* | *type* | *description* | *weighting* |
| 1 | Practical | Games development group project (marked on originality, playability, interface, theme, coding) | 50% |
| 2 | Essay | Game One Page (individual) | 25% |
| 3 | Essay | Reflective Report on group project (indiv) (500 words) | 25% |
| Passing requires a mark of at least 20 (out of 50) in part one and marks of 10 (out of 25) in parts 2 and 3 with an overall mark of at least 40 (out of 100) | | | |
|  | Resit | As above but individual game of smaller scale |  |

|  |  |
| --- | --- |
| **Indicative content** |  |
| Classes content may include, but is not limited to:   * Games Frameworks * Game development cycle * Playtesting * Group work in games development |  |
| **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  Rogers, S. 2014, Level Up! The Guide to Great Video Game Design, 2nd Ed, Wiley  Koster, R, 2013, Theory of Fun for Game Design, 2nd Ed, O’Reilly Media  Schell, J, 2019, The Art of Game Design: A Book of Lenses, 3rd Ed, CRC Peters  Salen, K, 2003, Rules of Play: Games Design Fundamentals, MIT Press |  |
| **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) |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ***Version*** | 1 | ***In use from*** | 2022/2023 | ***to*** |  |

|  |  |
| --- | --- |
| Date approved: |  |

**Notes**