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| **Department of Games and Visual Effects** |

**ASSESSMENT DOCUMENT**

**Module code:** COSE60591

**Module title:** Group Game Development Project and Work Based Simulation

**Assessment name:** Written Assignment

**Assessment weight:** 40%

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| **Tutors:** |  |
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# Assignment Learning Outcomes

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| 4) EVALUATE CRITICALLY A PRODUCED GAME AND REFLECT ON USABILITY USING STANDARD MODELS AND METRICS, AND ON THE VALUE OF THE PROCESS TO CAREER DEVELOPMENT. | Reflection |
| 5) RESEARCH APPROPRIATE ORGANISATIONAL AND MANAGEMENT STRUCTURES TO SUPPORT THE PROFESSIONAL, LEGAL AND ETHICAL DEMANDS OF GAME PRODUCTION. | Knowledge & Understanding |
| Learning |
| 6) DISCUSS CRITICALLY THE COMMERCIAL AND BUSINESS VALIDITY OF GAME IDEAS, CONCEPTS AND DELIVERY REQUIREMENTS FOR A LARGE-SCALE COMPUTER GAME. | Learning |
| Reflection |

# The Assignment

The assignment is worth 40% of the marks for the module.

*Please read all of this document before attempting the assignment.*

This is a research-based assignment, which should be based on more than lecture materials, and supplemented by additional reading from textbooks, and where appropriate with academic journals in order to achieve high marks. Guidance has been given on the reading during the course of the module, so follow this guidance and use the suggested information sources.

**Essay Question – 2000 words:**

Computer Games regularly make the news for their success, controversy, and impact on society and the games industry.

Choose two companies – one which has had a successful game, and another which has had a game considered to be a commercial failure.

Critically evaluate the games and the companies and establish what went right, and what went wrong in both cases. For the commercially successful game, discuss how this might have changed the games industry as a whole. For the commercial failure, was the game lacking technically, or was it technically sound? Was this a factor in its failure? How might the success and failure affect the career prospects of the staff working on the games?

# Submissions

The deadline for this written assignment is – 12th June 2020 @ 3pm

# Hand-in

**You are expected to submit:**

A word document containing your written assignment.

# Summative Submission Rules

Your work should be submitted to the DIS before the deadline. Any work submitted after the deadline will not be considered.

If you are required to compress your work, it must to be in .zip format. A guide on how to do this can be found here - [Link](https://support.microsoft.com/en-gb/help/14200/windows-compress-uncompress-zip-files)

All work created should be done so using the same software version numbers as what is used in the University. This is to prevent any compatibility issues. If we are unable to open your work for this reason you will receive a mark of 0. You can find the full list of acceptable software versions in the FAQ - [Link](#_What_Software_Can).

# Module Feedback

Feedback on your performance is provided in a variety of ways – all the way through a module you will be receiving informal feedback on your performance, in your discussions with teaching staff in labs or tutorials for instance. Feedback should help you to self-assess your work as you progress through the module and help you to understand your subject better.

Feedback is not just the marks at the end of the module – it could be regular verbal advice about your work, perhaps as you develop a portfolio of work; comments made by tutors or fellow students in group discussions; or the written comments on your work.

You can expect to receive formal feedback on your assessed work no later than **20** **working** **days** after it has been submitted.

The feedback date for this module is – 3rdst July 2020 @ 3pm

# Assessment Criteria

Students are required to produce a written report of 2000 words in which they should cover the following themes.

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| Report | | |
| Critical Discussion | 30% | The quality and robustness of the arguments in the critical evaluation. |
| Reflection | 30% | The quality of your reflection of the societal, commercial and business implications of successful and non-successful games. |
| Conclusion | 20% | The quality of your conclusions – what can we learn from this? Is it inevitable a game will succeed or fail? |
| Academic Quality | 20% | Well written in an academic manner, good references, formatted appropriately. Written in the passive voice, uses the Harvard referencing system. |

Any words over the 2000 word limit will not be marked.

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| First (A) | A well-constructed, well informed essay, fully referenced with evidence of a deep engagement with the subject matter. |
| Upper Second (B) | An essay which falls short of those criteria required for a First. For example slight deficiencies in reading and critique. |
| Lower Second (C) | An essay which falls short of the requirements for an Upper Second. For example significant deficiencies in reading and critique. |
| Pass (D) | An assignment which falls short of the requirements for a Lower Second. For example significant deficiencies in reading, critique and reasoning, but where there is evidence of merit in the approach taken. |

# Frequently Asked Questions

**Can I have an extension?**

Extensions can only be granted based on a learning support agreement (LSA). If you are entitled to an extension in accordance with you LSA, please contact the module leader to discuss extended deadlines.

**How many submissions am I allowed?**

You can submit as many times as you want before the deadline. However, only the latest submission submitted before the deadline will be taken into consideration.

## How do I access the DIS?

<https://gamestech.staffs.ac.uk/>

**How much help can I get on my assignment work?**

As the work need to be your own (see plagiarism), you must attempt the assignment without help from your tutors. Of course, you can ask to help you understand the assignment, in general, but the work produced must be entirely student work.

## I am falling behind on my studies, what should I do?

If you are struggling to keep up with the pace of the class, make sure you speak to your tutor / the module leader. Do not be scared to approach us – we are here to help.

## What is classed as Plagiarism?

All work submitted must be your own. If you have utilized something that is not your own work, you will have to reference it. We can only grade you on what is yours. Not doing so can have serious ramifications, read more about them here - [Link](https://www.staffs.ac.uk/legal/policies/Procedure-for-dealing-with-breaches-of-assessment.jsp).

It is also important to remember that you the work you submit must be unique, *even if it is your own work*.For example, you may not submit work already assessed from one module for another module.

## What software Can I Use?

You should write your report in a word processor which can produce a Microsoft Word document (doc or docx).