



FALMOUTH
UNIVERSITY

Lecture 1: Module Introduction

GAM340: Professional Practice
BA(Hons) Game Development

Digital Attendance

- The system replaces paper-based registration with a network of card readers in Learning & Teaching spaces around the college.
- We hope it will save lots of time!
- You 'TAP' your ID card to register your attendance in a session.
- The window for registration is from 15 minutes before a session is timetabled to start through to 15 minutes after the start time.



- Introduction to the module
 - Everything is different!

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 - Old GAM340
 - Interview people and write a report (40%)
 - Write a business plan (40%)
 - Make some promotional materials (20%)

- Introduction to the module
 - Everything is different!
 - New GAM340
 - Make portfolio pieces (80%)
 - Make some promotional materials (20%)

- Introduction to the module
 - Assignment 1
 - ‘Professional Practice Report’
 - Not a professional practice report
 - Really : create professional portfolio materials
 - <https://learningspace.falmouth.ac.uk/course/view.php?id=4352>

- Introduction to the module
 - Assignment 1
 - ‘Professional Practice Report’
 - Not a professional practice report
 - Really : create professional portfolio materials
 - <https://learningspace.falmouth.ac.uk/course/view.php?id=4352>
 - Moved to explicit rubrics to make it clearer what you are being assessed on
 - And what good, bad and indifferent looks like
 - Linked to the common assessment criteria (CAC)
 - Showcase your work in week 13

- Introduction to the module
 - Assignment 1
 - create professional portfolio materials
 - Precise content will depend on what you want to do
 - » That's why the rubric is fairly loose
 - » Your tutors will be able to give you guidance

*'The best portfolios ...
Show pride,
tell a story &
illustrate process'*

-anon

- Introduction to the module
 - Assignment 1
 - create professional portfolio materials
 - Precise content will depend on what you want to do
 - » That's why the rubric is fairly loose
 - » Your tutors will be able to give you guidance
 - If you want to do something 'different' to your route
 - That's cool, make it work around your portfolio work
 - » Game programming -> webdev
 - » Anything -> production / business / PR / marketing / community management etc
 - » Anything -> something non-games
 - » Anything -> further education
 - Talk to me and your route tutor and we can work things out.

- Introduction to the module
 - Assignment 1
 - Examples
 - Jonathan Hemmens (Art)
 - » <https://jonjo.artstation.com/projects/4b6eql>
 - Andy Finlay (Programming)
 - » <https://newtoto.github.io/>
 - Tom King (Design)
 - » <https://www.thomaskingleveldesign.com/>
 - Issac Oluyadi (Animation)
 - » <https://ioluyadi.wixsite.com/website>

- Introduction to the module
 - Assignment 2
 - ‘Promotional materials’
 - Create materials
 - Resume
 - LinkedIn profile
 - Suitable website / portfolio hosting
 - <https://learningspace.falmouth.ac.uk/course/view.php?id=4352>
 - Again, rubrics to make things clear

- Introduction to the module

Week 1	Week 2	Week 3	Week 4	Week 5	Reading Week
Introduction	Graduate Destinations	Creating meaningful portfolios	Building and honing your skills	How to network	Studio Practice
	Tutorial	Tutorial	Tutorial	Tutorial	

Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
The recruitment process	Creative & effective resumes	Freelancing & Entrepreneurship			
Tutorial	Tutorial	Tutorial	Tutorial	Tutorial	Tutorial

Week 13
Showcase Tutorial

- Introduction to the module
 - Tutorials:
 - Build on lecture materials
 - Give you support to go and do your own things
 - Have equipment so you can develop your portfolio pieces

- Introduction to the module
 - Route tutors:

Route	Tutor	Contact
Animation	Rich Milligan	Richard.Milligan@falmouth.ac.uk
Art	Phoebe Herring Jon Pledger	Phoebe.Herring@falmouth.ac.uk jon.pledger@falmouth.ac.uk
Audio	Pete Shepherd	Pete.Shepherd@falmouth.ac.uk
Design	Terry Greer	Terry.Greer@falmouth.ac.uk
Programming	Gareth Lewis	gareth.lewis@falmouth.ac.uk
Writing	Hannah Wood	Hannah.Wood@falmouth.ac.uk

- All industry experienced

- Introduction to the module
 - Overall approach
 - Look to divide your time between GAM320 & GAM340
 - GAM320 is worth x2 GAM340 (40 vs. 20 credits)
 - Look to split your time accordingly



- Questions