

DOCUMENT CONTROL & APPROVAL

Issue	Amendment Detail	Name	Date Approved
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1.0	QAE Approval		

Module Guide

Module name: Major Game Development Project 1

Module code: GAM320

Credit weighting: 40

Module leader: Gareth Lewis

2019-2020

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Aims & Learning Outcomes:

Module Aim

To carry out the pre-production of a market-viable digital game.

Summary Module Description

In this module, you will work in a multi-skilled team and start work on a project that you will continue to develop throughout the year. You will build upon your learning experience from the prior stages of the course to develop your skills. The module will include world-building and exploratory concept work, prototyping, pre-production, and early phases of production. With formative feedback from your tutors, you begin to build your game using Agile and iterative methods. Tutors will provide advice on the commercial potential of your concept and suggest how you can realise your product and bring it to market. You will continue your work in GAM330.

Assessments on this module are governed by the games academy's group work strategy, which is a policy governing group work in the department and can be found on the learning space. It is important to note that individual contribution throughout the module, rather than the final piece of work produced, is what is under scrutiny for assessment.

Learning Outcomes

At the end of the module, you will be able to ...		
LO #	LO name	e.g. Level 4 LO
6	Reflect	Plan your post-graduation pathway, with reference to how you will overcome obstacles, and how you will build a personal brand that highlights your professional attributes.
7	Collaborate	Produce work as part of a multidisciplinary team critically appraising practices, approaches, and tools; applying them to enhance development pipelines.
9	Deliver	Produce prototypes based on your own intellectual property that deliver distinguished experiences, justifying how and why it could engage, immerse an audience, and/or lead to innovation.

Project Brief(s):

Project 1 title:	Studio Practice
Project Tutors:	Project supervisor
Start date:	Semester I
Deadlines:	Please logon at MyFalmouth for a personalised submission schedule.
Project Brief:	
<p>The goal of this assignment is to create a game demo for the 'show & tell' day at the end of the module that will demonstrate your team's ability to work well together and create a game that is quality (concept, innovation, player experience and production).</p> <p>To achieve this, your team will work with an assigned project supervisor who will guide you through 6 sprints of 2 weeks, covering weeks 1-12. You will have weekly team meetings with your supervisor, which are described in the Games Academy's 'Agile Bible'. As a team, you will be expected to set your sprint goals, work together to achieve and manage your own production.</p> <p>Your project supervisor will meet with you at the beginning of each sprint (odd weeks) to review your sprint progress and again in the middle of each sprint (even weeks) to facilitate your peer review sessions. Your supervisor will be able to provide you with feedback, support and advice for your game and development approach.</p>	
Assessment:	
<p>The detailed assignment brief can be found at: https://github.com/Falmouth-Games-Academy/ba-assignment-briefs/raw/2019-20/GAM320/1/2019-20-gam320-assignment-1-brief.pdf</p>	

Project 2 title:	Evaluation
Project Tutors:	Project supervisor
Start date:	Semester I
Deadlines:	Please logon at MyFalmouth for a personalised submission schedule.
Project Brief:	
<p>For this assessment you will write an evaluation of your work on your game development so far. You can use this assessment to reflect on the development's progress so far, how it is going and your contribution to it, as well as to think forward to what you need to do to, revise, edit, or do differently, to complete the game in the second semester. You will need to list a plan or set of actions that come out of your evaluation that will help to successfully complete the game development.</p> <p>This assessment allows you to reflect on your working processes and critically evaluate what you have learnt so far on the project. It allows you to document what parts of the project you plan to revise or change to take forward the project in the Semester 2 production phase.</p>	
Assessment:	
<p>The detailed assignment brief can be found at: https://github.com/Falmouth-Games-Academy/ba-assignment-briefs/raw/2019-20/GAM320/2/2019-20-gam320-assignment-2-brief.pdf</p>	

Road Map

	Type	Week	Description
	Introductory Lecture	1	GAM320 Module Introduction (1100-1200)
	Weekly Lecture	1-11	1hr00 (1400-1500) 1-Jon Pledger - Freelancing 2- Brian – Creativity & Prototyping 3-Martin -Player Values 4-Doug – Board Game Futures 5-Rich – Animating Futures 6-Ed – AI Futures 7- 8-Brian - Playtesting 9-Barham Public Speaking 10-Doug – Expo Preparation 11-Brain – Assessment Details / Tips 12-
	Supervised Studio Practice	1-12	Supervised Studio Practice 1 (1500-1800)
	Supervised Studio Practice	1-12	Supervised Studio Practice 2 (1500-1800)
	Guild	1-12	Developers Guild (1000-1300)
	Artists - Drawing	1-12	Drawing (1000-1300)
	Supervisor Session	1-12	2hr00 time depends on team/supervisor 1-initial meeting 2-individual review 3-project review / project planning 4-individual review 5-project review / project planning 6-individual review 7-project review / project planning 8-individual review 9-project review / project planning

			10-individual review 11-project review / project planning 12-individual review
	Group Crit	5, 7,10	1hr30
	Ass01 – Studio Practice	13	By 10/1 Day session for supervisors & staff to assess games (like last year) across defined marking categories to assess the innovation, quality & marketability.

Learning methods and terms:

1	Lecture	<p>A presentation or talk on a particular topic.</p> <p>Lectures may follow the traditional model with a member of staff presenting ideas and facts to a group, or may involve other methodologies such as film screenings and discussions.</p> <p>Lectures may involve large audiences or smaller groups, as required by the topic.</p> <p>Take notes and/or record lectures so you can refer back to the information later. Many lectures will have an accompanying presentation which will be made available on the learning space.</p>
2	Seminar	<p>A discussion or classroom session focusing on a particular topic or project.</p> <p>Seminars are sessions that provide the opportunity for students to engage in discussion of a particular topic and/or to explore it in more detail than might be covered in a lecture. A typical model would involve a guided, tutor-led discussion in a small group.</p>
3	Technical workshop	<p>A session involving the development and practical application of a particular skill or technique.</p> <p>Practical workshops will consist of induction or training in technical equipment, production processes, or software. Take notes and/or record workshops so you can refer back to the information later. The skills learnt are critical to the effective delivery of assessment elements and you are expected to work on and develop these skills in your guided independent study time.</p>
4	Tutorial	<p>Tutorials will be held with individual students or small groups. You are able to discuss specific aspects of the module and receive feedback and advice on the assessment elements. Take notes and/or record tutorials so you can refer back to the discussion later. Reflect on the feedback and consider how to implement advice and suggestions to drive your project forward.</p>
6	Formative assessment	<p>Formative assessment occurs throughout the module. You will receive ongoing critical feedback on your work through process discussions, side-coaching or tutorials. Reflect on the feedback and consider how to implement advice and</p>

		suggestions to drive your project forward. Focus on improving in areas where you need to strengthen your response to the learning outcomes.
7	Summative assessment	Summative assessment occurs at the end of the module. You will receive critical verbal or written feedback on your work and an assessment band grade. Reflect on the feedback and consider how to implement advice and suggestions to improve in the next module. Focus on developing the areas where you need to strengthen your response to the learning outcomes.

Learning resources:

<u>Learning Space</u>	All module information, lecture presentations, useful links, and other critical documentation will be available for you to download from the module learning space page. The learning space will also be used to upload digital submissions and interactive activities such as forums.
Module resource list (hyperlink tbc)	All recommended reading and published resources for the module will be available to view on the Talis Aspire resource list. Essential reading will be indicated at the top of the list.
<u>One Stop Search</u>	An excellent tool for academic research.
<u>Electronic resources</u>	Access to a wide range of digital content, many of which through subscriptions paid for by the university. Resources include business, trends and trade directories; material databases; e-books; newspaper articles; etc.
<u>Study Hub</u>	Support across a wide range of academic skills, including time management; research skills; referencing; reading and note making; academic writing; etc.

Professionalism:

Attendance

Attending all your timetabled sessions is one of the best ways to help you succeed in this module. In accordance with the Student Charter, you are expected to arrive on time and take an active part in all your timetabled sessions. If you are unable to attend a session for a valid reason (e.g. illness), please contact your Module Leader.

Health and Safety

Please make sure you are fully aware of all health and safety rules and protocols relating to your studio practice, including inductions. You can find the course health and safety rules and workshop protocols on the Learning Space on the course homepage:

<http://learningspace.falmouth.ac.uk/course/view.php?id=417§ion=1>

Intellectual Property

Please make sure you are fully cognisant of Intellectual Property law as it affects your work. Refer to second year teaching and handouts on the Learning Space here :

<http://learningspace.falmouth.ac.uk/course/view.php?id=449§ion=7>

and to the government's Intellectual Property Office publications, e.g.

<https://www.gov.uk/topic/intellectual-property/copyright>

and <http://www.ipo.gov.uk/blogs/iptutor/creative-copyright-part-1/>.