

# COMP320

## Research Practice



20 credits  
Compulsory for BSc Computing for Games  
Dr Edward Powley

# Introduction

You are required to deliver a major research project as part of your degree; either in the form of empirical research relating to computing for games, or practice-based research related to game development. Individually, you explore a field that interests you, and for which there is a clearly identified need. This module forms the first part of this project and provides the opportunity to conduct a literature review, as well as to collect and analyse data using appropriate methods and statistics.

# Aims

This module aims to help you:

- ▶ Develop a research question and analyse methods of research appropriate to that question.
- ▶ Consolidate knowledge and experience of how to organise and execute a non-trivial computing project.
- ▶ Professional apply research methods in computing.

| LO | Learning Outcomes  | Assessment Criteria  |
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| 1  | Show a basic understanding of creative computing solutions using professional techniques.  | Apply principles of computing creatively to build iteratively an effective computing solution relevant to the development of games.        |
| 2  | Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards. | Communicate in an academic format.   |
| 3  | Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.                                   | Analyse critically the strengths and weaknesses of your iterations and work iteratively on the basis of on-going evaluation.               |
| 4  | Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.    | Create a solution for which there is a market and for which you can show need.   |
| 6  | Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.                  | Make use of a range of methods to organise and execute a computing solution, meet deadlines, plan and organise your work flow effectively. |

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| <b>Academic Staff</b>   | Dr Edward Powley<br>Dr Michael Scott (Moderator)   |  |
| <b>Assignments</b>      | Prototype Research Artefact<br>Research Review & Proposal  | 30%<br>70%   |
| <b>Indicative Hours</b> | Sessions<br>Research Supervision<br>Directed Reading<br>Prototype Research Artefact<br>Integration into Collaborative Game<br>Research Review & Proposal<br>Self-Directed Study<br>Self-Directed Studio Practice | 24 hours<br>4 hour<br>12 hours<br>20 hours<br>20 hours<br>40 hours<br>40 hours<br>40 hours |
|                         |  | <b>200 hours</b>   |

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

# Additional Resources

## Session Plans & Materials:

<http://learningspace.falmouth.ac.uk/course/view.php?id=1507>

## Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp320>

## Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp320>