

COMP340

Game Development II: Production



20 credits
Compulsory for BSc Computing for Games
Dr Michael Scott

Introduction

You will consolidate your multi-disciplinary collaborative game development experience to work on a substantial development project over the course of two study blocks. You will develop your knowledge of computing for games in a practical way using techniques and methods that help you to take a creative approach to building an innovative and marketable game. This second module focuses on the production and launch of your game.

Aims

This module aims to help you:

- ▶ Consolidate your knowledge and experience in the context of creating a professional, innovative computing solution in a collaborative context.
- ▶ Consolidate knowledge and experience of how to independently organise and execute a computing project over a longer period and in a collaborative context.
- ▶ Demonstrate independence in identifying a problem that requires a solution and work iteratively and collaboratively towards that solution.

| LO | Learning Outcomes | Assessment Criteria |
|----|--|---|
| 1 | Show a basic understanding of creative computing solutions using professional techniques. | Apply computing principles and processes to produce collaboratively an effective computing solution of use within a game development context. |
| 2 | Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards. | Communicate clearly and appropriately when working in a group. |
| 3 | Show a basic development of the ability to reflect critically on and evaluate working methods and solutions. | Work iteratively on the basis of on-going evaluation in a collaborative context and analyse critically the strengths and weaknesses of your collaborative iterations. |
| 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. |
| 5 | Show a basic understanding of how to approach computing problems to create innovative solutions. | Create an innovative solution tailored to a known market appropriate to platform. |
| 6 | Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively. | Understand and use effectively methods for organising and executing a game development project in a collaborative context. Show an understanding of how to plan, organise and execute a substantial, collaborative project. |

| | | |
|-------------------------|-----------------------------------|------------------|
| Academic Staff | Dr Michael Scott | |
| | Brian McDonald (Moderator) | |
| Assignments | Market Evaluation & Business Case | 30% |
| | Production Tasks | 40% |
| | Collaborative Game Demo | 10% |
| | CPD Tasks | 20% |
| Indicative Hours | Sessions | 24 hours |
| | Supervised Studio Practice | 33 hours |
| | Directed Reading | 12 hours |
| | Market Evaluation & Business Case | 14 hours |
| | Production Tasks | 44 hours |
| | Pitch Preparation | 7 hours |
| | CPD Tasks | 14 hours |
| | Self-Directed Study | 12 hours |
| | Self-Directed Studio Practice | 40 hours |
| | | 200 hours |

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=???>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp340>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp340>