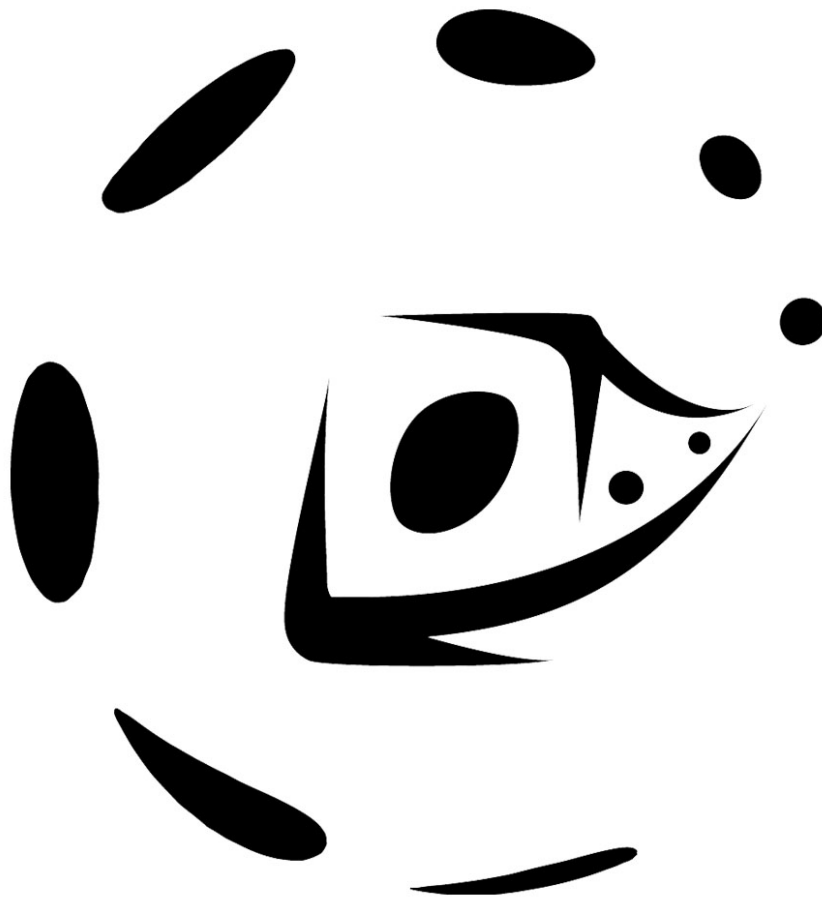


## Section 1

### Module Guides



## 1.1 COMP110— Principles of Computing

### Introduction

This module is designed to introduce you to the basic principles of computing in the context of digital games. It is designed to complement the other modules, providing a broad foundation on the theories, methods, models, and techniques in computing which will help you to construct computer programs and be able to make use of relevant scholarly sources.

### Aims

This module aims to help you:

- Understand the basic principles, terminology, roles, and software development concept that computing professionals apply within a game development context
- Understand how to apply computing theory to practical programming activities
- Understand how to conduct basic software development tasks

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Demonstrate a basic understanding of computing fundamentals. Apply basic knowledge and understanding of the techniques used in software development. Understand the creative value of maker-style and iterative approaches for the generation of innovation.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally, and through adherence to coding standards. Annotate software to communicate with others effectively.
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 code and develop an ability to respond to the critical judgements of others.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Research and explain the use of methodologies used in computing, apply knowledge to practice, and present that knowledge where appropriate in an academic format.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Set goals and manage workloads to meet deadlines using set methodologies and present ideas in a variety of situations with appropriate support.

<b>Academic Staff</b>	Dr Edward Powley	
	Dr Michael Scott (Moderator)	
<b>Assignments</b>	Worksheet Tasks	80%
	Research Journal	20%
<b>Indicative Hours</b>	Sessions	36 hours
	Directed Reading	18 hours
	Worksheet Tasks	56 hours
	Research Journal	14 hours
	Self-Directed Study	36 hours
	Self-Directed Studio Practice	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=\learningSpaceID>

### Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp110>

### Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp110>

## 1.2 COMP120— Creative Computing: Tinkering

### Introduction

This module is designed to help you learn different ways of engaging with code using practical and explorative methods. You will learn the value of taking a creative approach to computing, taking existing code and modifying it in creative ways. The module will introduce you to the core principal of rapid iteration, where tinkering with existing code can provide the basics on which something new can be built.

### Aims

This module aims to help you:

- Understand computing for games
- Understand how to re-purpose and augment code to build something new
- Apply programming skills creatively

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Focusing on software engineering, show ability to modify and repurpose existing code and create demonstrations of digital programming in response to briefs.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Annotate software clearly, articulate clearly, and succinctly your evaluation of your working practice.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Evaluate your working practice showing that you understand the analytical approach required to learn from your practical work.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	Show ability to creatively repurpose existing code appropriately and understand the fundamentals of a creative approach to computing.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show understanding of agile methods and meet deadlines by planning available time effectively.
<b>Academic Staff</b>		
Brian McDonald		
Dr Michael Scott (Moderator)		
<b>Assignments</b>		
Code Repurposing I — Tinkering Graphics		30%
Code Repurposing II — Tinkering Audio		70%
<b>Indicative Hours</b>		
Sessions		36 hours
Directed Reading		18 hours
Graphics Programming		21 hours
Audio Programming		49 hours
Self-Directed Programming Practice		36 hours
Self-Directed Studio Practice		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=\learningSpaceID>

**Assignment Briefs:**

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp120>

**Reading List:**

<http://resourcelists.falmouth.ac.uk/modules/comp120>

## 1.3 COMP150— Game Development Practice

### Introduction

This module is designed to introduce you to the foundational principles and processes of professional game development. You will gain an understanding of the way that different components come together to make playable games and how those components are organised through the development pipeline. You will also gain a 'first principles' understanding of how games are designed with a target market in mind, how a strong underlying concept is developed, and how different aspects of creative computing contribute to the process.

### Aims

This module aims to help you:

- Understand the basic principles, terminology, roles, tools, and software used in the development of digital games
- Apply foundational knowledge and skills in order to organise and execute a game development project
- Understand how to manage a collective game development project and communicate effectively within the development group

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Apply basic knowledge and understanding of the professional techniques used to create digital games and employ elementary principles of game development to devise a simple game concept using Agile and iterative methods.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Organise your ideas and material to communicate clearly with others; have a working knowledge of Agile methods.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Identify and appraise the main strengths and weakness of your working methods and solutions.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Research uses of Agile methods and supports within the context of game development.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	Show a basic understanding of the commercial and enterprise context of the games industry and the professional qualities needed for decision-making within that context.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Deliver a collective game concept on time and to brief, responding appropriately to problems and changes in direction. Choose appropriate means to convey your development ideas.

<b>Academic Staff</b>	Dr Michael Scott	
	Dr Edward Powley (Moderator)	
	Brian McDonald (Moderator)	
<b>Assignments</b>	Agile Essay	30%
	Pre-Production Tasks	40%
	Game Design Pitches	10%
	CPD Tasks	20%
<b>Indicative Hours</b>	Sessions	36 hours
	Supervised Studio Practice	42 hours
	Directed Reading	12 hours
	Agile Essay	21 hours
	Pre-Production Tasks	28 hours
	Game Design & Pitch Preparation	7 hours
	CPD Tasks	14 hours
	Self-Directed Studio Practice	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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp150>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp150>

## 1.4 COMP140— Creative Computing: Codecraft

### Introduction

This module builds upon Creative Computing: Tinkering, allowing you to further develop confidence with object-orientated programming and the creative approach to computing in the games development context. You will take code in multiple contexts, and learn ways and methods for bringing these together in synthesis in order to build more interesting and complex systems. Part of this will involve hacking together different sets of open-source code, hardware, and web services together; all the while considering issues such as intellectual property law and licensing.

### Aims

This module aims to help you:

- Understand the role of the computing professional in the games industry
- Understand how to organise, repurpose, and augment code from multiple sources to build a unified solution
- Understand how to generate innovation at a basic level

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	To modify and repurpose existing code from multiple sources and apply the basic principles of software engineering to solve problems.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Evaluate your working practice showing that you understand the analytical approach required to learn from your practical work.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	To creatively repurpose existing code from multiple sources towards a unified solution and use a combination of sources to generate ideas and new solutions.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Meet deadlines by planning available time effectively and show an understanding of how to plan and manage time.
<b>Academic Staff</b>		
Brian McDonald		
Alcywn Parker (Physical Computing Specialist)		
Martin Cooke (Moderator)		
<b>Assignments</b>		
Code Combination I — API Tasks		30%
Code Combination II — Individual Game & Controller		70%
<b>Indicative Hours</b>		
Sessions		36 hours
Directed Reading		18 hours
API Tasks		24 hours
Individual Game & Controller		46 hours
Self-Directed Study		36 hours
Self-Directed Studio Practice		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=\learningSpaceID>

**Assignment Briefs:**

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp140>

**Reading List:**

<http://resourcelists.falmouth.ac.uk/modules/comp140>

## 1.5 COMP130— Game Architecture & Engineering

### Introduction

This module helps you extend your practical experience and knowledge of game development practices. You will engage in depth with the principles of professional software engineering in the context of a collaborative multi-disciplinary project. All the while, researching the importance of software quality, in terms of its maintainability and sophistication, and applying your findings to shape, measure, and improve the computing solutions that you integrate into your game.

### Aims

This module aims to help you:

- Acquire knowledge and understanding of professional software engineering in the context of games.
- Understand at a foundational level the design principles for a simple game architecture and apply professional software engineering to implement them.
- Apply research findings to the development of functional components for a game architecture in a collaborative context.

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Understand the fundamental use of development tools, how games vary between different architectures, and the importance and methods of reuse and scalability within professional software engineering.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Show a basic understanding of how to communicate effectively with stakeholders in writing, and through adherence to coding standards. Annotate software to communicate with others effectively.
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 code and develop an ability to respond to the critical judgements of others. Identify recurring problems across diverse examples in order to build collective solutions.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Apply basic research methodologies to draw upon existing bodies of knowledge in professional software engineering to understand developments in game architectures, notably design patterns as they occur in games development.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	Demonstrate an understanding of the commercial and enterprise constraints that game markets place on technical decisions through requirements to engineer extensible and adaptable solutions.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show an understanding of how to plan and manage time, meet deadlines by planning available time effectively.

<b>Academic Staff</b>	Dr Michael Scott	
	Dr Edward Powley (Moderator)	
	Brian McDonald (Moderator)	
<b>Assignments</b>	Software Engineering Essay	30%
	Production Tasks	40%
	Game Demo	10%
	CPD Tasks	20%
<b>Indicative Hours</b>	Sessions	48 hours
	Supervised Studio Practice	94 hours
	Directed Reading	36 hours
	Software Engineering Essay	42 hours
	Production Tasks	56 hours
	Game Demo Preparation	14 hours
	CPD Tasks	28 hours
	Self-Directed Game Development Practice	42 hours
	Self-Directed Studio Practice	40 hours
		<b>400 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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp130>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp130>

## 1.6 COMP210— Interfaces & Interaction

### Introduction

On this module you will engage with interface technologies which are changing the way that we play games. You will undertake a series of practical and creative engagements with emergent technologies, such as augmented and virtual reality devices, working iteratively to produce an innovative solution. You may tie this work into either your individual or collaborative game development project.

### Aims

This module aims to help you:

- Gain in understanding of writing software of interface technologies
- Acquire knowledge of designing for a specific platform to create innovation.
- Develop understanding of managing an iterative development process

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Understand how to write software for AR/VR interfaces and how to design efficaciously for a specific platform.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Communicate intention and context for a solution clearly and effectively. Present effectively your design and solution for an audience in pitch form.
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 solution and development process. Make use of a range of methods to organise and execute a computing solution.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Apply research in emergent interfaces and modes of interaction to the development of novel user interfaces.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show an understanding of how to plan and manage time and solution execution. Meet deadlines by planning available time to deliver solution effectively.

<b>Academic Staff</b>	Alcwyn Parker Dr Michael Scott (Moderator) Erik Gheelhoed (Guest Lecturer) Johnny Pope (Guest Lecturer)	
<b>Assignments</b>	Interface Tasks AR/VR Tasks Research Journal	30% 60% 10%
<b>Indicative Hours</b>	Sessions Directed Reading Interface Task Integration into Collaborative Game AR/VR Task Research Journal Self-Directed Study Self-Directed Studio Practice	36 hours 18 hours 21 hours 20 hours 34 hours 7 hours 24 hours 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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp210>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp210>

## 1.7 COMP220— Graphics & Simulation

### Introduction

On this module you will develop your understanding of 3D graphics rendering and physics simulation used in modern computer games. Using the OpenGL library, you develop your coding skills in the context of graphics technologies and pipelines and gain an understanding of the operation of simulated virtual environments. You will also engage practically and creatively to draft physics processing and graphics rendering pipelines in order to change their behaviours and create distinctive visual styles suited to your individual or group game concept.

### Aims

This module aims to help you:

- Gain an understanding and knowledge of graphics and simulation technology
- Build an understanding of rendering and physics pipelines
- Gain experience of how to creatively leverage the capabilities of graphics and simulation technologies

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Change the way that a graphics engine behaves and demonstrate an understanding of graphics rendering engines.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally, and through adherence to coding standards. Annotate software to communicate with others effectively.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Reflect critically on the behaviour change intended and its visual structure and explain the rationale for working method and graphics-based solution.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Understand and apply knowledge of rendering pipelines used to produce changes in graphics engine behaviour.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show understanding of how to plan and organise time to meet deadlines and fulfil a brief.

<b>Academic Staff</b>	Brian McDonald	
	Dr Edward Powley (Moderator)	
<b>Assignments</b>	Portfolio of Game Engine Components	90%
	Research Journal	10%
<b>Indicative Hours</b>	Sessions	36 hours
	Directed Reading	18 hours
	Portfolio of Game Engine Components	55 hours
	Integration into Collaborative Game	20 hours
	Research Journal	7 hours
	Self-Directed Study	24 hours
	Self-Directed Studio Practice	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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp220>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp220>

## 1.8 COMP230— Game Development I: Pre-Production

### Introduction

This module allows you to work on a game development project over its course. 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 a unique and innovative ‘indie’-style product . Further to this, you will reflect upon the professional and ethical implications of your working practice as well as the socio-cultural implications of the games that you design.

### Aims

This module aims to help you:

- Understand the design and implementation of innovative software products targeted at the games industry
- Consolidate your knowledge of game development practices and software engineering over a longer project period
- Understand the notion of professional practice and its ethical implications

LO	Learning Outcomes	Assessment Criteria
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.	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards. Annotate software to communicate with others effectively.
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 and analyse critically the strengths and weaknesses of your 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. Research the platform and market for a solution.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	Based on research and iterative process produce an innovative solution.
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 and meet deadlines, plan and organise your work flow effectively.



<b>Academic Staff</b>	Dr Michael Scott Alcywn Parker (Moderator)	
<b>Assignments</b>	Ethics & Professionalism Essay	30%
	Pre-Production Tasks	40%
	Project Pitches	10%
	CPD Tasks	20%
<b>Indicative Hours</b>	Sessions	24 hours
	Supervised Studio Practice	30 hours
	Directed Reading	18 hours
	Ethics & Professionalism Essay	21 hours
	Pre-Production Tasks	28 hours
	Pitch Preparation	7 hours
	CPD Tasks	14 hours
	Self-Directed Study	18 hours
	Self-Directed Studio Practice	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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp230>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp230>

## 1.9 COMP250— Artificial Intelligence

### Introduction

This module will help you to learn how AI is used in the context of games. You will gain in understanding and experience of the technical dimension of AI and how it might be used in the particular expressive context within game development. You will apply your learning in a practical context where you will design AI for a game in a live brief format, taking as your cue the game concepts developed by development teams across the academy.

### Aims

This module aims to help you:

- Gain in understanding of AI technology and techniques and their relation to games
- Acquire knowledge and experience of the expressive uses of AI in games contexts
- Apply AI solutions for specific game contexts

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Demonstrate an understanding of the technical principles of AI in a games context. Select and deploy appropriate AI techniques within the context of games development to create an expressive and appropriate solution.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	To communicate in a collaborative context to generate an innovative AI concept. Create AI for an existing game and generate an expressive and appropriate use of AI that communicates with its audience.
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 code and develop an ability to respond to the critical judgements of others.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Demonstrate a working knowledge of AI techniques literature and its application to games. Apply that appropriately that knowledge to identify and create AI for an expressive purpose.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show an understanding of how to plan and manage time. Meet deadlines by planning available time to deliver solution effectively.

<b>Academic Staff</b>	Dr Edward Powley	
	Dr Michael Scott (Moderator)	
<b>Assignments</b>	Portfolio of AI Instances	90%
	Research Journal	10%
<b>Indicative Hours</b>	Sessions	36 hours
	Directed Reading	18 hours
	Portfolio of AI Instances	55 hours
	Integration into Collaborative Game	20 hours
	Research Journal	7 hours
	Self-Directed Study	24 hours
	Self-Directed Studio Practice	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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp250>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp250>

## 1.10 COMP260— Distributed Systems

### Introduction

This module will help you to gain a deeper understanding of distributed systems, computer networking, and database technology. You will learn about the use of these technologies in the context of games and further game practical experience of applying that learning to a collaborative development of a multi-player game.

### Aims

This module aims to help you:

- Gain in understanding of distributed systems through networking technology and databases
- Acquire knowledge and experience of networking and database technologies as applied to games
- Gain understanding and experience of how to apply networking and database technology in a specific game development context

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Work with the principles of networking, database, and parallel processing technology as applied to games and apply those technologies in 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.	Demonstrate the ability to listen and understand what is required for a networking/database solution in a live development context. Ascertain the aims of a groups game development concept to provide an appropriate networking or database solution.
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 code and develop an ability to respond to the critical judgements of others.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Demonstrate a working knowledge of distributed systems and their application to games. Apply that appropriately that knowledge to identify and create servers for a game.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show an understanding of how to plan and manage time. Meet deadlines by planning available time effectively.

<b>Academic Staff</b>	Brian McDonald	
	Dr Michael Scott (Moderator)	
<b>Assignments</b>	Worksheet Tasks	80%
	Research Journal	20%
<b>Indicative Hours</b>	Sessions	36 hours
	Directed Reading	18 hours
	Distributed Processing Task	22 hours
	Client-Server Game Task	34 hours
	Integration into Collaborative Game	20 hours
	Research Journal	12 hours
	Self-Directed Study	18 hours
	Self-Directed Studio Practice	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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp260>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp260>

## 1.11 COMP240— Game Development I: Production

### Introduction

This module allows you to work on a game development project over its course. 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 product or solution to a game development challenge. Further to this, you will reflect more deeply upon the commercial prospects of your project.

### Aims

This module aims to help you:

- Understand the design and implementation of innovative software products targeted at the games industry
- Consolidate your knowledge of game development practices and software engineering over a longer project period
- Understand markets and business models associated with the games industry

LO	Learning Outcomes	Assessment Criteria
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 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.	Analyse critically the strengths and weaknesses of your interactions. Work iteratively on the basis on on-going evaluation to produce an appropriate solution.
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 demonstrate need.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	Leverage research to produce an innovative solution.
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 and meet deadlines, plan and organise your work flow effectively.

<b>Academic Staff</b>	Dr Michael Scott	
	Brian McDonald (Moderator)	
<b>Assignments</b>	Market Evaluation & Business Case	30%
	Production Tasks	40%
	Project Pitches	10%
	CPD Tasks	20%
<b>Indicative Hours</b>	Sessions	24 hours
	Supervised Studio Practice	30 hours
	Directed Reading	18 hours
	Market Evaluation & Business Case	21 hours
	Production Tasks	28 hours
	Demo Preparation	7 hours
	CPD Tasks	14 hours
	Self-Directed Study	18 hours
	Self-Directed Studio Practice	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=\learningSpaceID>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp240>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp240>