COMP330
Game Development II:
Pre-Production

FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Dr Michael Scott

Introduction

This module allows you 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.

Aims

This module aims to help you:

- Consolidate your knowledge and experience of creating marketable games in a collaborative context.
- Apply knowledge and experience of computing for games as one part of a larger project.
- Demonstrate independence in identifying a non-trivial computing problem and working iteratively and collaboratively towards a computing 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	
	Alcwyn Parker (Moderator)	
Assignments	CV & Professional Website	30%
	Pre-Production Tasks	40%
	Project Pitches	10%
	CPD Tasks	20%
Indicative Hours	Sessions	24 hours
	Supervised Studio Practice	33 hours
	Directed Reading	18 hours
	CV & Professional Website	8 hours
	Pre-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:
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http://learningspace.falmouth.ac.uk/course/
view.php?id=1508
```

Assignment Briefs:
```
http://github.com/falmouth-games-academy/
bsc-assignment-briefs/tree/2018-19/comp330
```

Reading List:
```
http://resourcelists.falmouth.ac.uk/modules/comp330
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