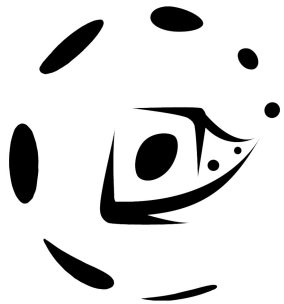
COMP240
Game Development I: Production



FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Dr Michael Scott

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.

Academic Staff	Dr Michael Scott	
	Brian McDonald (Moderator)	
Assignments	Market Evaluation & Business Case	30%
	Production Tasks	40%
	Project Pitches	10%
	CPD Tasks	20%
Indicative Hours	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
		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=1257`

Assignment Briefs:
`http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp240`

Reading List:
`http://resourcelists.falmouth.ac.uk/modules/comp240`