COMP150
Game Development Practice

FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Dr Michael Scott

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.

Academic Staff	Dr Michael Scott	
	Dr Edward Powley (Moderator)	
	Brian McDonald (Moderator)	
Assignments	Agile Essay	30%
	Pre-Production Tasks	40%
	Game Design Pitches	10%
	CPD Tasks	20%
Indicative Hours	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
		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=1090`

Assignment Briefs:
`http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp150`

Reading List:
`http://resourcelists.falmouth.ac.uk/modules/comp150`