COMP320
Research Practice

FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Dr Edward Powley

Introduction

You are required to deliver a major research project as part of your degree; either in the form of empirical research relating to computing for games, or practice-based research related to game development. Individually, you explore a field that interests you, and for which there is a clearly identified need. This module forms the first part of this project and provides the opportunity to conduct a literature review, as well as to collect and analyse data using appropriate methods and statistics.

Aims

This module aims to help you:

- Develop a research question and analyse methods of research appropriate to that question.
- Consolidate knowledge and experience of how to organise and execute a non-trivial computing project.
- Professional apply research methods in computing.

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 in an academic format.
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 iterations and work iteratively on the basis of on-going evaluation.
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.
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, meet deadlines, plan and organise your work flow effectively.

Academic Staff	Dr Edward Powley	
	Dr Michael Scott (Moderator)	
Assignments	Prototype Research Artefact	30%
	Research Review & Proposal	70%
Indicative Hours	Sessions	24 hours
	Research Supervision	4 hour
	Directed Reading	12 hours
	Prototype Research Artefact	20 hours
	Integration into Collaborative Game	20 hours
	Research Review & Proposal	40 hours
	Self-Directed Study	40 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=1507`

Assignment Briefs:
`http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp320`

Reading List:
`http://resourcelists.falmouth.ac.uk/modules/comp320`